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Vol. 1, No. 2

Player's STRATEGY GUIDE to NINTENDO GAMES

SUPER STRATEGY

Castlevania II
Ninja Gaiden
Flying Dragon
Wizards & Warriors
Zelda II

HITS AND PREVIEWS

Cobra Command
Tecmo Bowl
Defender II
Golgo 13
MagMax
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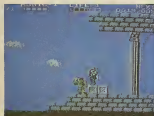
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EDITOR'S NOTES

Hi, game players!

Welcome to another strategy issue of the *Game Player's Guide*! We've put together a dynamite group of new games in this issue, with all the hints, tips, color screens, and game secrets we could squeeze onto each page.

Among the 30 games we're featuring in this issue, we have new cartridges such as *Ninja Gaiden*, a fast and furious sword-swinging action game from Tecmo that's bound to be a big hit. Look at Acclaim's *Wizards & Warriors*, an adventure quest that will keep your knight hopping through dozens of dangerous levels. (Acclaim has already announced a sequel to the game, so look for *Wizards & Warriors II: Iron Sword* in an upcoming issue.) And there are eight more games like these that we explore in our MegaHits category.

Other top games in this issue include American Sammy's *Amagon*, Taito's *Bubble Bobble*, Culture Brain's *Flying Dragon*, Tecmo's *Tecmo Bowl*, and Broderbund's *The Guardian Legend*. There are almost two dozen of these Hot Hits that are available now — or will be soon — at your favorite Nintendo store.

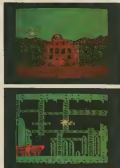
If you like all of the Nintendo games you find here, wait until our next issue! We'll have plenty of information on all of the games introduced this year by all of the companies that make games for your Nintendo system. There are dozens of new titles coming, many of them introduced earlier this year during the giant Consumer Electronics Show. Among the newest products for your Nintendo that you'll see in this issue are two new awesome controllers: Broderbund's U Force game controller and Mattel's Power Glove. They're both exciting new ways to interact with your Nintendo games.

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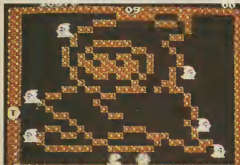
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Ninja Gaiden - page 65



Bubble Bobble - page 28



Castlevania II - page 38

(Continued from page 4.)

MORE GAME PLAYER'S

The response to our *Nintendo Game Player's Guides* has been so great that we're launching a brand new magazine that will cover *all* of the great games for *all* of the great videogame and computer game systems: Nintendo, Sega, Atari, Amiga, Apple II, Commodore 64/128, IBM, Macintosh, and any and all other systems that are being used by you and other game players. *Game Player's: The Leading Magazine of Video and Computer Entertainment* will publish its first issue at the end of March, so watch for it. Or, better yet, you can be a charter subscriber. Call our toll-free number 1-800-458-4145, or fill out a subscription card today and send it in. Don't miss the first issue of *Game Player's*.

GAME TIPS AND HIGH SCORES

If you're making high scores on your Nintendo system, let us hear from you! In future issues of our *Nintendo Game Player's Guide*, we'll be publishing names and high scores of game players, and we want to include you! So, send us your scores (and include a picture of the screen). We're also looking for hints and tips on Nintendo games, so send us your best Nintendo secrets and we'll publish them in the magazine along with your name. Become an instant Nintendo game-playing celebrity!

Enjoy this issue and, until next time, keep winning!

Selby Bateman
Editorial Director



GAME PLAYER'S MAILBAG

KARNOV LEVELS AND RAD RACER ROUTES

Dear *Game Player's Guide*:

I have been playing *Karnov*, and trying to start on different levels as you indicated in an earlier issue. But I can't get it to work.

Lonnie
Fresno, CA

Dear Lonnie:

We've received several calls and letters about how to start *Karnov* on different levels. And we've also had some questions about how players can choose which race course they want to use in *Rad Racer*.

In *Karnov*, when the title screen comes up, you can start on any level by pressing buttons on both controllers — but it's easier with two people working together. First, on controller one, hold down the Select, A, and B buttons at the same time that the direction controller is pushed to the right. While all of those buttons are being held down, take the second controller and press the A button once to start on level two, twice to start on level three, and so on. Then press Start on controller one.

To start on different race courses in *Rad Racer*, try the following. After you select your car (but before you start to race) press the B button. Each time you press it, two more blocks will light up on the tachometer. Then, press the direction controller up and to the right. While holding down the controller in this up/right position, press the Start button. Depending on the number of lights on the tachometer, you can start at any of eight different courses.

SUPER MARIO 2 WARP ZONE

Dear *Game Player's Guide*:

My son, Jason, who is six years

old, discovered a warp zone on *Super Mario Bros. 2*. It is located in World 1-3. By warping, we can go directly to World 4.

Jason took the magic vase over to the end of the building, dropped in, and jumped into a vase which resulted in his going to World 4.

Of all the books that our friends and I have bought, this warp zone is never mentioned.

Sincerely, Maria
Warren, MI

Dear Maria:

Thanks to you and to Jason for letting us know about the warp zone. We hadn't heard about it either. *Super Mario Bros. 2* is getting a lot of attention, and we have a growing number of letters from game players who want more information about special warp zones, power-ups, and other secrets. We'll have an in-depth strategy guide to *Super Mario Bros. 2* in an upcoming issue.

METAL GEAR GRENADE LAUNCHER

Dear *Game Player's Guide*:

I just purchased *Metal Gear*, but I am having trouble locating the Grenade Launcher. Could you please tell me what needs to be done to receive this weapon? Thank you very much for any help offered.

Sincerely, David
Brooklyn, OH

Dear David:

You need to look around on the second or third floor of Building 1 (not on the roof). Go into the room where you pick up the Silencer, and you'll see another door in that room on the right side. The Grenade Launcher is located in that room.

By the way, you can pick up the first four cards in *Metal Gear* in and around the first building.

WRESTLEMANIA AND NIGHTMARE

Dear *Game Player's Guide*:

I would like to see *WWF Wrestlemania* and *A Nightmare on Elm Street*

in the following issues of the *Game Player's Nintendo Strategy Guide*. I would also like to know when these titles will be on the market.

Your friend, Chris
McMechen, WV

Dear Chris:

Both of these games should be available by the time you read this. And you can bet that we'll be thoroughly covering both *Wrestlemania* and *A Nightmare on Elm Street* in upcoming issues of the *Game Player's Nintendo Strategy Guide*.

FINDING DOUBLE DRAGON

Dear *Game Player's Guide*:

I think that you should put order forms for popular games like *Double Dragon* in your magazines because I've looked everywhere for *Double Dragon* and I can't find it. If you would put an order form in your magazine, I would order it and I'm sure other people would, too.

Zack
Herndon, VA

Dear Zack:

The *Game Player's Guides* are independent magazines that cover all the Nintendo games, game hints and tips, and related products such as game controllers. We're not associated with Nintendo of America, and we don't sell the games that we write about. That's one of the reasons we don't have order forms in our magazines. Your best bet is to keep trying your local Nintendo dealers for the games you want.

During the last couple of months of 1988 it was difficult to find *Double Dragon* cartridges anywhere. More people wanted the game than there were game units to go around. However, Tradewest, which makes *Double Dragon* for Nintendo machines, is sending out many more copies of the game right now, so keep looking for it.

LET US HEAR FROM YOU

Send your cards and letters to us at *Game Player's Mailbag*, 350-A South Westgate Drive, Greensboro, NC 27407.

THE CHANGING FACE OF NINTENDO

If you have been playing Nintendo games a long time, maybe you have noticed that almost all of them are action games. To do well at these kinds of games, you need fast reactions and good coordination. There is a big difference between an action game and a regular board game, like checkers or *Monopoly*. In a board game, you don't need speed to win.

There are some good reasons why almost all Nintendo games are action games, of course. Action games are very



Othello is a pure strategy game — fast reactions don't count at all.



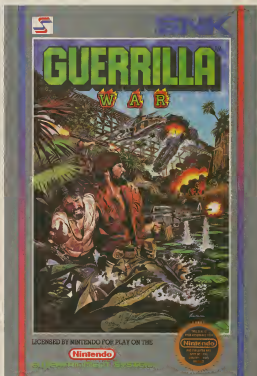
Chessmaster 2000 is another pure strategy game. It is the Nintendo version of chess, a centuries-old board game.

popular with today's young people. They are usually easy to learn and understand. You can begin playing an action game and start having fun right away, without spending hours memorizing complicated rules. Also, young people tend to have faster reactions than older people, so they are better at playing action games.

Another reason for the great popularity of Nintendo's action games is that they are patterned after the coin-operated videogames found in arcades. If you visit a video arcade almost anywhere in the world, you will see young people playing coin-operated videogames like *Double Dragon* and *Pac-Man*. Many Nintendo games (such as *Double Dragon*) have been adapted from these coin-operated machines.

Action games are fun. But now and then, some players would like to try something different. Until recently, there was not much choice. In almost all of the Nintendo games available, you are either fighting something, or something is fighting you, or you are chasing something, or something

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is chasing you. But a few of the latest games *do* offer something different.

In these new kinds of games, your ability to solve a problem or plan your next move is often more important than how fast you can flex your fingers. Some examples are *Othello*, *Chessmaster 2000*, *Jeopardy!*, *Wheel of Fortune*, *Golgo-13*, *Tetris*, and the *Sesame Street* series. *Othello* and *Chessmaster 2000* have been adapted from traditional board games. Fast reactions or luck don't play a role at all — your thinking powers are all-important. In other games, such as *Jeopardy!* and *Wheel of Fortune*, it is your knowledge that is being tested. In others, such as *Tetris* and *Golgo-13*, there is lots of action, but you need to think, too.

Consider *Othello*, for example. The Nintendo version of *Othello* was adapted from a board game that has been around for 100 years. It is somewhat like checkers — easy to learn, but hard to master. Each player takes turns placing markers on a checkerboard. The object is to capture the opponent's markers. The player who finishes the game with the most markers wins. *Othello* is a two-player game, and you can play against another person or against the computer. (Yes, a Nintendo machine is really a small computer in disguise.) You will find *Othello* described in more detail elsewhere in this issue.

Chessmaster 2000 is the Nintendo version of chess, the classic board game. Chess dates back several centuries to



Jeopardy! was adapted from a popular TV game show. It tests your knowledge on a wide range of topics.



The *Sesame Street* series helps young children learn basic skills.

the Middle Ages, to the times of knights in armor. Although the rules of chess may take a while to learn at first, it is a very challenging game with infinite possibilities. There are worldwide chess tournaments for people of all ages. In some countries, in fact, chess is as popular as football is in America. *Chessmaster 2000* on your Nintendo makes it easier to learn chess. Also, you never have to go looking for someone to play with. The computer is always at home, doesn't get tired, and never has homework to do.

Just as *Othello* and *Chessmaster 2000* have been adapted from board games, *Jeopardy!* and *Wheel of Fortune* have been adapted from popular TV gameshows. You win points by answering questions and solving word puzzles. These games are especially fun to play with friends and at parties. You can even form teams and pool your knowledge together.

The new *Sesame Street* games help younger kids exercise their brains, too. *Sesame Street ABC*... actually has two games in one cartridge: *Letter Go Round* and *Ernie's Big Splash*. Both help youngsters learn to read and practice other basic skills. *Sesame Street 1 2 3...* also is two games in one. It helps youngsters learn about numbers, shapes, and colors.



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If you think you have played the hardest of all video games, try this one. Each level has a different challenge; The higher the level the tougher the challenge! Hidden shops contain important hints and items to help beat the monsters. Can you find the shops? Can you beat the monsters? Are you ready for the challenge of your game playing career? THIS IS IT!



BOMBERMAN™

This is the old-time favorite game from Japan. Bomberman is a robot engaged in the production of bombs. He had been put to work in an underground compound at the center of the earth. One day Bomberman decided to escape for freedom. Bomberman can only rely on bombs of his own production for his defense. Will Bomberman ever make it to the surface?



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Tetris is an example of a game that has action, but also requires a little more thinking than you might expect. In this game, odd-shaped objects slowly fall from the top of the screen. It's your job to fit them together at the bottom of the screen, like puzzle pieces. You get extra points for each unbroken row you form. As the game goes on, the pieces fall faster. When they begin falling faster than you can think, the game ends. *Tetris* is especially interesting because it's the first videogame imported from the Soviet Union. It was invented by a teenage computer programmer.

Another action-strategy game is *Golgo-13*. This is a James Bond-style thriller that's almost like a movie — except that you, the player, are totally involved. It features excellent sound effects and graphics and has plenty of arcade-



Tetris is an action game that also requires quick thinking.



Playing *Golgo-13* is almost like being in a mystery movie. It has plenty of action, but you'd better be able to think, too.

style action, but requires careful detective work on your part. You can even hold conversations with the characters on the screen.

Even war games may be changing into something more realistic. Although games like *1943* can be fun to play, they are not very true to history. Also, they don't require much strategy. But one example of a new kind of Nintendo war game is *Battlefields of Napoleon*. This game has much of the strategy of a board game like chess. It also has more historical realism than most Nintendo games. It should hit the stores very soon.

So 1989 might be the year that Nintendo games stretch themselves to new limits. Will they be popular? We think they will. These kinds of games (and others) have always been available for home computer systems, and they have proven very popular. A Nintendo machine is as powerful as many of the personal computers now found in homes, and game companies are just beginning to tap its vast potential. New and better games are sure to come.

The ninjas, monsters, tanks, and attack choppers of the action games will still be available — and better than ever, if the latest games are any indication of what's coming. But we can also look forward to many different and exciting Nintendo games.

GUIDELINES...

The latest Nintendo news and products.

BRODERBUND'S HANDS-FREE CONTROLLER

When it was first shown to a panel of Nintendo players, they didn't believe it was real. But it is — Broderbund's new U-Force videogame controller eliminates all physical contact between the player and the Nintendo system. The experience has been described as "like being inside your Nintendo games."

By means of special new electronics, the U-Force device instantly translates the player's physical motions into on-screen results—without the player actually touching anything. If you're playing *Mike Tyson's Punch-Out*, for example, and you want to throw a right cross, you actually throw the punch in mid-air. The U-Force device makes it happen on the screen.

The U-Force plugs into the regular joystick port on a Nintendo system. It comes with a full range of options, including rapid fire.

Broderbund Software
17 Paul Drive
San Rafael, CA 94903-2101



With Broderbund's new U-Force game controller, nothing comes between you and the game. You control the action on the screen without joysticks, light guns, or floor pads.

KONAMI'S NEW HAND-HELD GAMES

Tired of reading comic books in the back seat during those long drives on family vacations? Now you can bring Nintendo-style action along for the ride. Konami and a number of other companies are introducing a new generation of hand-held, self-contained videogames.

The games are easy to handle and use modern liquid crystal display technology to provide surprisingly vivid graphics. The graphics are much better than the first generation of hand-held games that appeared about ten years ago.

The first releases from Konami will include *Double Dribble*, *Gadius*, and *Contra*. They should be available this May. Later this year, more games are scheduled for release. These will include *Top Gun* and *Teenage Mutant Ninja Turtles*. The retail price for each game will be about \$14.95.

Konami, Inc.
815 Mittel Drive
Wood Dale, IL 60191

CAMERICA'S NEW VIDEO PISTOL

Camérica has introduced the new Video Blaster, a wired video pistol. It is realistically modeled after a classic six-shooter, and has trip-hammer action and gunsights designed to improve your accuracy.

The Video Blaster comes with a ten-foot cord and super-fast infrared beam, which help reduce eyestrain. The gun is lightweight, fits well into younger hands, and is for Nintendo games only.

Camérica has also introduced a new joystick, the Supersonic. It features automatic fire, simultaneous two-player action, and a choice of right-handed or left-handed play.

Camérica Limited
230 Fifth Avenue
New York, NY 10001

GUIDELINES... (Continued from page 13.)

The latest Nintendo news and products.

NEW GLOVE PUTS POWER AT YOUR FINGERTIPS

There's as much innovation going on in the area of Nintendo controllers as there is in developing new games. Mattel Toys recently announced the Power Glove, which offers a radical change from traditional joystick action. The Power Glove is scheduled to be available later this year.

When the Power Glove is worn, sensors pick up finger and hand movements and translate them to character actions in Nintendo games. For example, instead of controlling the steering mechanisms in *Top Gun* or *Spy Hunter* with a joystick, just position your hand on an imaginary column or wheel and steer right or left. For boxing games such as *Mike Tyson's Punch-Out* or *Ring King*, curl the hand wearing the Power Glove into a fist and punch the air. Your character will make the same movements on screen.

A keypad on the glove features slow motion and turbo rapid firing settings. Players can program the glove with individual action commands as well.

New games are being developed especially for the Power Glove (the first, Mindscape's *Bad Street Brawler* is expected to be on sale this fall, around the same time as the glove), but any joystick game can be used in conjunction with the Power Glove.

Mattel, Inc.
5150 Rosecrans Avenue
Hawthorne, CA 90250-6692



Mattel's new Power Glove.



Bad Dudes from Data East

ARCADE HIT NOW FOR NINTENDO

One of the top arcade action games will be ready for Nintendo machines this spring when *Bad Dudes* is released by Data East.

The United States president has been kidnapped by terrorists, and "Blade" and "Striker," tough fighters from the urban streets, have been sent out to rescue him. But before they reach the president, they'll have to fight through gangs, ninjas, dogs, and other foes. The two fighters are armed with fists, knives, shurikens, and nunchucks. *Bad Dudes* is an exciting martial arts rescue adventure.

Data East USA, Inc.
470 Needles Drive
San Jose, CA 95112

ANTICIPATION AND COBRA TRIANGLE FROM NINTENDO

Kids who already are finding it hard to wrestle their NES machines away from their parents might never get a chance to play again now that Nintendo has released *Anticipation*.

Designed to interest adults as well as children, *Anticipation* is a video board game in which players race a timer to spell out the name of a computer-drawn image. With the emphasis on thinking instead of shooting, *Anticipation* is a perfect game for families to play together.

A new entry in Nintendo's Action Series is *Cobra Triangle*. Players steer a speedboat through a danger-filled river in this game, scheduled for release in late spring.

Nintendo of America
4820-150th Avenue NE
Redmond, WA 98052-5111

ACTIVISION ANNOUNCES TWO NEW GAMES

With new titles *Ghostbusters* and *Predator* — based on the popular movies — just hitting the shelves, Activision is putting the finishing touches on two new games that will be released later this spring.

The Three Stooges contains all the laughs and pratfalls that made the Stooges' movies and television shows so popular. And it's actually 10 games in one. Larry, Curly, and Moe raise money to save an orphanage by getting parttime jobs. But each job turns into chaotic disaster, and the trio ends up throwing pies, racing carts, and entering boxing contests. Synthesized sound allows you to hear familiar Stooze lines as you play.

Arcade-style flight simulation is the star in *Stealth Eagle*. Players can battle against each other or take on a computerized fleet in a realistic dogfight. Planes even have a stealth feature to help them avoid radar while shooting down as many enemy planes as possible with dangerous, acrobatic flying feats.

Activision
3885 Bohannon Drive
Menlo Park, CA 94025



The Three Stooges is headed for your Nintendo machine.

NEW Tengen TITLES

Three new games are joining the list of Nintendo-compatible cartridges available from Atari Games Corporation's NES division, Tengen. Tengen has already scored direct hits with *Pac-Man*, *RBI Baseball*, *Gauntlet*, and *Tetris*.

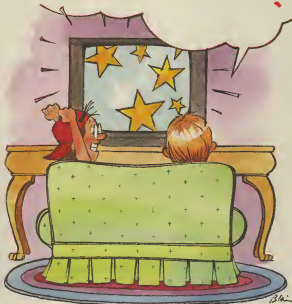
Planned for release in April, *Rolling Thunder* is a game of international intrigue. A secret society has a plan to control the world. You are secret agent, "Albatross," who must infiltrate the society's headquarters and destroy its members.

Super Sprint involves a fast and exciting Grand Prix race. Players are able to customize their cars with such features as extra traction or speed to give the vehicles the power they need to win. It should be on store shelves in April.

Popular in the arcades and available for NES machines in May is *Vindicators*. One or two players can command a futuristic tank in battle against 14 space stations guarded by hostile aliens. The final battle will be against an evil emperor.

Tengen
1901 McCarthy Blvd.
Suite 210 P.O. Box 360782
Milpitas, CA 95035

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AMAGON



The monsters on all the levels follow certain patterns that you can learn. To kill the tarantulas that don't fall out of the tree until you are under them, go past the spiders, then turn around and shoot them.

THE GAME

There's a mysterious island in the midst of the South Pacific inhabited by monsters, demons, and deadly aliens. No human has ever returned from the island alive. Dedicated soldier Amagon has been sent by his country to investigate the uncharted isle. Though he's armed with only a machine gun, Amagon has a secret weapon — he is able to transform into Megagon, a huge man with superhuman strength.

But even Megagon has his work cut out for him. From the site of his landing on the island's plains, he has to work his way through five more zones: jungle, river, rain forest, rocky mountain, and beach, where he'll find a plane waiting for him.

His way is blocked by tarantulas, vampire bats, alligators, fire balls, pterodactyls, and UFOs. And at the end of each zone is a different fierce creature, including a lion head, a devil tree, a hippo demon, a skeleton, a megasaurus, and an alien.

Amagon is limited to 300 bullets, but he can get more by shooting his enemies. The enemies also might hide bonus points, one-up items, or the mega-key Amagon needs before he can transform into Megagon.

American Sammy

Just because you have 5000 points and the mega-key is no reason to change into Megagon. Learn each level and choose the best time on each to transform. The most strategic time is usually late in the level when enemies are coming from all sides or when you can't duck to avoid missiles. But be sure that you have enough Mega-points to assure that Megagon will still have strength when he faces the final monster in each zone.



These lion men aren't difficult for Megagon to take down with one or two good punches, but it's almost impossible for Amagon to shoot fast enough to kill the lion man before the lion man kills him.



There are six zones in Amagon, and each zone has two levels. Each time you clear a level, the map appears to show your position and give you a hint about the level that follows.



The lion head will first appear in the lower right corner. Be there waiting to get in several punches before he grows another head and begins shooting fireballs at you.

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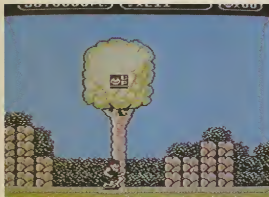
for all other video games. Taito has been a leader in the arcade for over 30 years and that's why you can count on Taito to bring you the hottest games available for your Nintendo Entertainment System.

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Remember that you can shoot through stone without any problem. Always take the opportunity to shoot enemies well before you get close enough for them to do harm to you. The only drawback to this method is that sometimes there will be bonus points or bullet magazines that will be blocked by other enemies, and they can disappear before you have a chance to grab them.



In level 1-2, wasps will start approaching you in pairs. Jump up to shoot at least one of them, then duck to avoid their missiles. But keep moving forward. Some of the wasps have lower flight patterns than these.



Midway through level 1-2, you can shoot a tarantula for a one-up item. Shoot the tarantula from the blocks on the left, but then rush over to the right-hand blocks to jump up and retrieve the symbol.



Just beyond the tree with the one-up symbol, you'll come to a river to cross. Be careful on your first jump. A bird will come from nowhere. Have your gun ready, and shoot as you jump.



The mushrooms will start jumping as you approach them if you don't destroy them first. Get on the right edge of the land you're standing on to shoot the mushroom. Just don't fall into the river.

It's as simple as black & white,
but it can blow your mind...

Othello

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It's a never-ending challenge, whether you pit your wits against the computer or friends. In a half-second, one move can win the game.

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You can't always judge when Megagon is going to generate a laser beam. Usually he'll only use one when he's got a lot of power to spare. Laser beams are worth twice as many damage points as a punch (and 16 times the value of machine gun fire), but Megagon uses up a mega-point with each one he throws. Too many beams will leave Megagon without the strength to take on major monsters.



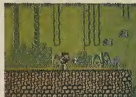
By the end of 1-2, you're being attacked by mushrooms, birds, wasps, and snakes. It's an excellent time to change into Megagon. Try to have at least 70,000 points, though, so you'll be at maximum power.



Along with the mosquitos, porcupines, and moles you'll have to fight in zone 2 are these purple frogs. Don't get too close — they shoot missiles from their mouths.

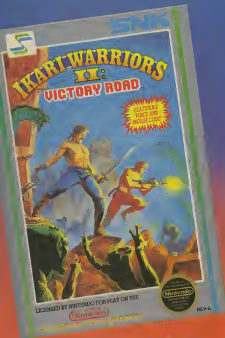


Watch your supply of bullets, especially if you've been killed once or twice. If you run out of bullets, you'll have to use your gun as a club, and that's certainly no match for this elephant man.



As you get close to your first turtle (to the right on the screen), moles will start pouring out of the chasm beside the turtle. You'll have to plan your jump to keep from getting killed.

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The beginning of zone 2 is an excellent place to replenish your resources. The wasps you shoot will almost always leave bullet magazines, and several of the porcupines that fall from the trees contain power-up symbols.



Crossing the river is difficult, even if you have a turtle to give you a lift. Bees will shoot at you, and porcupines fall from the trees above you fast and furiously. Duck and keep shooting.



The waters may look peaceful in zone 3, but the eyes in the river belong to a deadly piranha. He'll jump out at you, but if you're ready you can kill him for 500 points.



The alligator men will walk toward you, shooting from their mouths. Duck and shoot at their feet. They have a resistance value of 16 shots, so you'd better keep your finger on the trigger.



The difficulty in defeating the Hippo Demon is keeping your balance on the stepping stones. One false move and you've fallen in the river. In spite of your other talents, you can't swim.

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East

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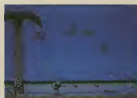
Once you make it to zone 4, you've earned the continuing mode. For example, if all four of your dragons are killed, you can choose any zone (except zone 1) to continue playing. Your scores and bullets will be carried on to the next level, but not Amagon's stock.



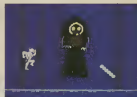
In the rain forest of zone 4, you're going to be plagued by rats, owls, and devils. Remember that the blue devils are worth more points than the red devils.



They don't get harder to defeat than this skeleton at the end of zone 4. He has a resistance value of 104 points. Try to avoid transforming into Megagon as long as you can so you'll be at maximum strength.



The beaches of this South Pacific island are overrun with lobsters and octopi, but you also have to worry about cosmic men and these bell-shaped UFOs that are worth 300 points.



Your final battle will be against this alien. Stay out of reach of his weapons by trying to attack him from the bottom. His resistance value is 104 points, just like the skeleton in zone 4.

BANDAI

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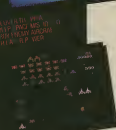
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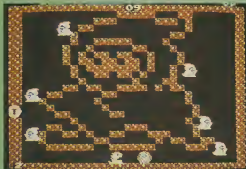
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Challenge Pebble Beach

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BUBBLE BOBBLE



The Stoners in room 9 will fall from the top of the screen, then scatter down to the floor. It's not too hard to blow bubbles around all of them in tandem. If you can pop the bubbles in a domino effect, you'll earn a lot of points.

THE GAME

Two little dinosaurs, Bob and Bub, are off on an adventure to save a couple of missing friends. Evil Baron von Blubba has kidnapped friends and is holding them in a faraway forest.

Bob and Bub (or just Bob if you're playing alone) have to get through two huge mazes of 113 rooms each. The rooms are filled with various monsters and menaces, including Incendo, Willy Whistle, Coiley, and Hullaballoon. But the two dinosaurs are able to blow huge bubbles in which they can trap their foes. Then one good shove and — pop! — the enemy vanishes in a spray of suds.

There are lots of bonuses to be found in the rooms of the mazes. You'll get extra points for picking up turnips, crowns, or hamburgers. Popsicles, hot dogs, and pickles are some of the items that appear when you've killed all the beasties in a room. In addition there is a heart that will make you invincible, red sneakers to help you speed up, and a book that will allow you to blow thunder bubbles. And if you can collect the letters in *extend*, you'll advance to the next level.

Taito

You'll have to learn to blow bubbles and then ride on them before you can get out of some rooms. The best method to use is to alternate pushing the A and B buttons very, very quickly. You'll be blowing bubbles and jumping at the same time and can keep moving up. Sometimes you can bounce several times on the same bubble, too.



If you haven't mastered the trick of floating up on your bubbles, jump from the holes in the floor. You won't die — you'll just enter the room again from the top of the screen.



The holes in the heart aren't big enough to fit through, but if you pop the blue water bubbles, a flood will streak down through the heart, usually taking at least one beastie with it. Sometimes you can hitch a ride.



After you've killed all the critters in a room, you have to hurry to collect your bonus items. A special transporting balloon will appear in a few seconds to whisk you away into another room.

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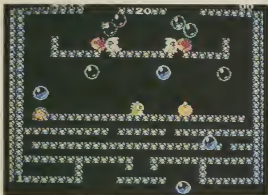
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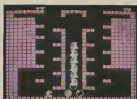
Thunder bubbles are signs of the most mysterious quest in Bubble Bobble. They zap a creature with a spark or lightning. But you have to be careful to be facing the opposite side of the direction you want the lightning to travel. Otherwise, you'll just shock yourself.



If you can catch the red parasol before it disappears, you can warp up five levels. Other bonus items to grab are the piece of candy (which helps you blow bubbles faster) and the heart of power (which makes you invincible).



Some of the Stoners blow fireballs which are deadly. You'll have to sneak up behind the Stoners or wait for a break in their missiles before you will be able to catch them in a bubble.



It's an opportunity for a huge bonus if you can catch each one of the Stoners in bubbles as they fall from the top of the screen. Line up the bubbles and pop them all at once.



When you perform really well in a room, balloons will appear with the letters of the word **EXTEND** in them. Collect all six letters, and you'll enter a special screen and will advance to the next level.

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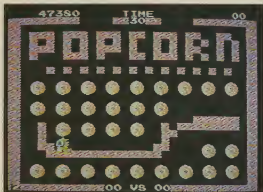
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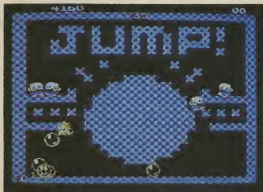


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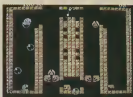
Sometimes it's impossible to pop a bubble after you've caught a monster in it. But keep an eye on the trapped critters, even if you're capturing others. If it starts to turn red, try to pop it if possible. If one of the beasts escapes his bubble, he'll be hopping mad and can move twice as fast.



If you can catch a bonus item in the popcorn room, all the creatures will disappear and be replaced by bonus popcorn. You've got 30 seconds to pick up as many kernels as you can for a bonus score.



Room 35 is the first time you'll have to jump on bubbles to be able to exit the room. You might wait for the critters to fall from the ledge, but not all of them will.



If you take too much time in any one room, the white fish Baron von Blubba will appear. It's possible to outrun him to kill the last couple of monsters in a room, but if you take longer than a minute, he'll have chased you down.



If you can pick up the bomb magic bonus item, an explosion will knock out all the creatures on the screen. You'll have to hurry, though, because the items only stay on the screen for a few seconds.

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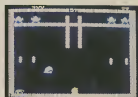
When Baron Blubba appears, don't give up, just waiting for him to kill you. Keep trying to outrun him while capturing other enemies in bubbles and popping them. The minute the last monster is killed, the baron will disappear and you will advance to the next room with no penalty.



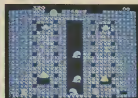
The Incendos can be beaten the same way as the Stoners. Just capture each one in a bubble when he lands on the floor, then break all the bubbles at once. Break seven at once and earn 64,000 points.



The best way to catch the beasties when they're in these separate compartments is to jump up just beyond the side wall of each box and blow a bubble at the same time.



Rooms don't get any harder than number 57. Magic bonus items do appear in the room at random, or you can find a spot where the Super Sockets' bullets don't fall, so you can blow bubbles to lift yourself up.



Your best bet for room 68 is to ride to the top of the screen on your bubbles, then glide down the middle of the screen, shooting at the Belugas as you fall. The Sockets and Coileys can be shot on your way up.



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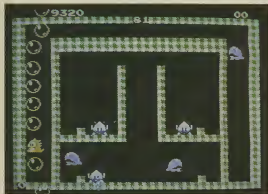
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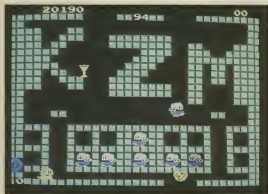
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Playing Bubblegum is a lot more fun for two players as for one. With two dinosaurs, you can plan more strategy than with just one. You can decide how to divide the screen, whether one player will handle all the bubble jumping, or plan moves for the other player's dinosaur.



You should have your bubble-riding skills down pat by room 81. You should work on speed now. There's also a spot on the floor where you can drop off. Capture the Sockets in bubbles first.



Sometimes it's best — especially when you've just arrived in a room to let the beasts come to you instead of chasing them. You should always wait a few seconds just to see what pattern a room will follow.



The secret for completing each world is found in room 99. You'll have to defeat the critters and find a crystal ball, though, before the clue will be yours.



Grumple Grommit is the last creature you'll have to fight in world one, but he is the most powerful foe you've faced. Pick up the drug of thunder at the top of the screen so you can blow thunder bubbles.

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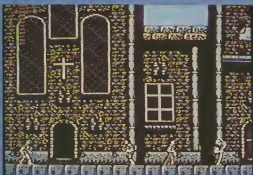
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CASTLEVANIA II — SIMON'S QUEST



Be sure to talk to everyone you meet in all the villages. Copy down their clues, but remember that some clues may be false leads.

THE GAME

Simon Belmont, the whip-wielding hero of the original *Castlevania*, is still under the Fanged One's evil curse. His only hope is to journey through all the realms of Transylvania, recover all five parts of Dracula's body, return them to the Count's castle, and burn them.

Your quest takes you through dank stone villages, magical woods, lakes of fire, vast haunted mansions, poisonous swamps, and treacherous mountain cliffs. Along the way you must master five different kinds of whips, and you'll acquire potent magic items which will aid you in overcoming the many challenges that await you.

To answer the riddle of Dracula, you'll need 13 major clues. Some will be very hard to get, for they are hidden in the dark corners of the five eerie mansions, each of which bristles with pitfalls, deadly spikes, and a host of monstrous enemies. Some clues, however, come easy — just walk up to the villagers and talk to them. Copy down all the clues, for you cannot succeed without them. But beware of false information! The villagers are all so terrified of the Count and his legions that some of them will feed you fake tips.

Konami



When your energy level is low and you've been wounded fighting Dracula's henchmen, retreat to the village church, where your health will be restored.

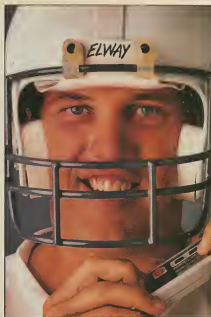


You should remain in each town for longer than a single night to make sure you've done everything you need to do. One visit may not be enough in some villages.



When night falls, Dracula's zombies roam the streets. Drive them off with your whip and gain valuable hearts.

Proper use of your magic items is essential. To use the magic crystals, go into the inventory sub-screen, place the arrow over the crystal, then kneel. Garlic not only wards off certain kinds of monsters, but it can be used as bait, too. Laurel is valuable for traveling through swamps and watery terrain, since it enables you to float.



One great quarterback



You check-off the play at the line of scrimmage and call for a quick pass to the tight end. He breaks it for a T.D.!

It's not the Super Bowl, it's the super new video football game for Nintendo Entertainment Systems, John Elway's **QUARTERBACK™**. So real you see the game like a quarterback does, from the line of scrimmage. You call the plays, you beat the blitz, you make it happen.

It's third down and a long four to the first down that will stop the clock. No time-outs left. The weak side linebacker is lined up inside his defensive end. They're coming!

deserves another.

Named for the quarterback who twice won the AFC Player of the Year Award, this is the game cartridge made for every kid or grownup kid who ever wanted to play the game as well as John Elway.

Get it now before time runs out. Remember, you have no time-outs left.

Look for John Elway's **QUARTERBACK™** wherever you find Tradewest's other block-buster hit, **Double Dragon™**!



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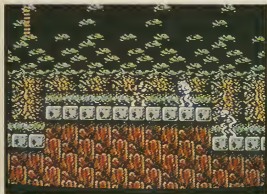
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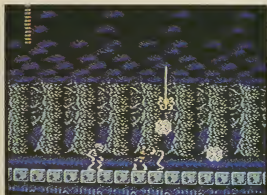
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Holy Water has many uses. It can dissolve walls of moss and reveal hidden passages. It can also be used to fill empty pots. It is also useful for detecting pitfalls. If you suspect you're about to step into one, toss a bottle of Holy Water at the stones in question. If it shatters, they are safe to walk on. If it passes through them without breaking, better think of an alternative way to proceed.



Monsters gain power at night. The same creature you easily beat during daylight hours becomes more difficult to kill after dark.



Avoid the drifting spider webs in the woods — you can't kill them and their touch weakens you.



Fish-men suddenly erupt from peaceful waters, spitting dangerous castle stones. Crouch low and use your whip, and they will soon vanish back into the water.



Learn how to jump and use the whip at the same time. There are many places where you'll need this technique.

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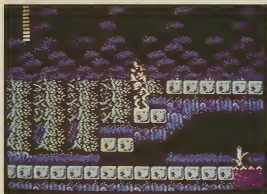
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You will encounter a ferryman. Normally, he can be trusted. But if you forget to bring him some garlic, he may take you some place you don't really want to go. If you have collected Dracula's Heart on your quest, the ferryman will take you straight to Brahms' Mansion, an important destination.



In the Berkeley Mansion, throw holy water on these stones. They will vanish and reveal...?



If you're in a tight spot and don't have room to swing your whip at a skeleton, just leap onto its head and use it for a stepping stone!



Don't try to jump onto these pitfall stones—leap through them as though they weren't even there.



The flying bones look harmless, but you'd better avoid them, then strike quickly at the skeleton who threw them.

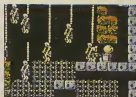
There are five mansions you must visit. Each contains major clues as well as one piece of Dracula's remains. Be sure to search every room and level (mapping is a definite plus) and use Holy Water whenever there is even the remote possibility of something being hidden — you have a generous supply of it. Often you will gain knowledge in a mansion that you cannot make full use of unless you revisit towns and places you've already come through once.



After you gain Dracula's rib bone, you will also acquire a magic shield for protection.



When you get out of the Berkeley Mansion (if you get out, heh, heh), go back to the village of Veros for a second visit. It will be more productive than your first.

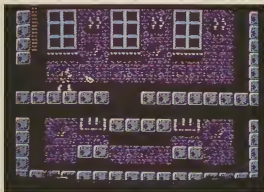


Drive your oak stake into this glowing ball, and the powerful rib bone of Dracula is yours.



The ferryman is an important character in the world of Transylvania. He'll provide better transportation if you offer him a gift of garlic.

You collect hearts for slaying monsters, and you can exchange them for valuable items from merchants you meet — often in the oddest places. When you die three times and the game ends, you can resume at your point of progress, but you lose all hearts and “experience points.” To regain hearts fast, station yourself in an open street when night falls (so you’ll have room to maneuver and swing your whip), figure out the pattern of the wandering zombies, then lay into them. At least half of those you destroy will be worth hearts.



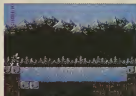
This shop looks empty until you throw some holy water on the floor, revealing a secret entrance.



When you buy garlic, go to some quiet part of town and practice using it. The technique is tricky, but vital to your quest. And you can always buy more garlic.

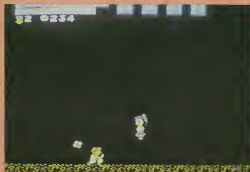


The fourth grave in the dreaded Camilla Cemetery holds a vital piece of the puzzle.



En route to the town of Aljuba, stop at the Yuba Lake. Use one of your magic items to reveal a secret passage.

FLYING DRAGON



It's easy to defeat the ninja girl. Stand just left of the center of the screen and duck her ninja stars. When she jumps near you, stand and kick, then quickly duck again. Repeat until she's defeated.

THE GAME

In *Flying Dragon*, five secret scrolls — the scrolls of Hiryu-no Ken — have been stolen from your wise teacher, Juan. As Ryuhi, a young boy, you set out on a long and dangerous journey to recover the stolen scrolls. Luckily, you possess the one scroll that wasn't stolen from Juan. This scroll gives you the power of the mind's eye. It allows you to see your enemies' weak points, and to anticipate where your enemy will strike at you next. By using this power, you have an advantage over the skilled fighters who stubbornly attack you.

Flying Dragon is an unusual martial-arts action game. Unlike other action games that constantly expose you to danger, *Flying Dragon* includes lengthy training sessions between some of the combat levels. There is very little danger of losing a life during these training sessions. Yet, they help you perfect your fighting skills for the hand-to-hand combat that is to follow. During training, you can also collect containers of magic holy water. Later, by drinking this holy water during combat, you can renew your fighting strength. So in a way, you can think of the training sessions as welcome rest periods — an unusual feature for a Nintendo action game.

Culture Brain

The training sessions give you an opportunity to rest a bit while remaining relatively safe from danger. Don't use them for an excuse to get lazy, however. Pay attention to the instructions given by Gengai, the bishop of Shorinji. He will tell you how to spot the enemy's weak points, and even how to defeat an opponent with a single blow. He can also teach you new fighting techniques, such as how to throw an enemy over your shoulder. You will need this information later when battling enemies in your quest for the scrolls.



After defeating a special enemy (such as the ninja girl), and before moving too far, grab the symbol the enemy leaves behind. Otherwise, the symbol might disappear off the screen, and you'll lose it.



This task beast is easy to defeat. Jump directly in front of it and kick it three times. The beast will then try to jump on top of you. Step forward so it jumps over you instead, then kick it once from behind. It's history.



On the first journey, punch this statue and grab the bottle that appears. It will restore your life energy. The gauge at the top of the screen always shows how much life energy you have left.

Threatening to destroy your very soul, he sends flying golden discs to your defense. Your upper, middle, and lower body must evade, and then attack, by using cosmic saucers. (And don't throw the discs!) And there are additional techniques for kicking and juggling. Sometimes, you have to stand on a certain brand, for example, grass, but the demon boss usually has a glowing green foot control pad if you're not interested in the art. Oh, and this is the only place where you can find a power-up. — *By Howard Rosenberg*



To defeat this beast, charge it head-on and start kicking. It keeps trying to jump behind you, so simply turn around and keep kicking. After a few good kicks, it's done for, and you gain the power to throw cosmic saucers.



In the first journey, you can gain an extra life by punching this statue and grabbing the symbol that appears. But this platform is hard to reach without falling off the screen. Don't try unless you're a very good jumper.

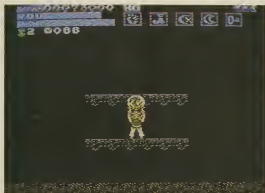


This tusk beast, the Pebora, is easy to eliminate if you can throw cosmic saucers. Move within range, carefully ducking the saucers it throws at you. Then stand up and throw a saucer of your own. It only takes a few hits.



After defeating the Pebora on the first journey, the ninja girl makes a second appearance. She is just as easy to defeat with kicks as she was the first time. Or you can use cosmic saucers here. Remember to duck her throwing stars.

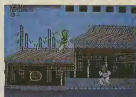
Another powerful fighting technique is the *rolling middle kick*. Normally you strike a blow at an opponent's midsection by pressing either the A or B button by itself. (The A button throws a kick, and the B button throws a punch.) Instead of pressing the A or B button alone, try pressing *both* buttons at the same time. This delivers a stronger kick to your opponent's midsection, scoring 5,000 points. Practice the rolling middle kick during your training matches. Then make sure to use it when facing a tough enemy in actual combat.



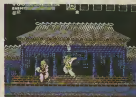
If you defeat the five enemies on the first journey (including the ninja girl twice), you get the key that unlocks this door. But don't let the door scroll left off the screen, or you'll have to fight all the enemies again.



After unlocking the door to complete the first journey, you enter the Shorinji training sessions. There is relatively little chance of losing a life during these sessions, so concentrate on polishing your fighting skills.



One skill you need to perfect during training is the flying leap. Press the A and B buttons at the same time while pressing either left or right on the control pad. You *must* master this move to survive later in the game.



Every minute or so during the matches, a bottle of holy water floats above you. Try to catch it with a flying leap. If you succeed, a marker appears just below the K.O. gauge. Collect as many bottles as you can.

Here's another powerful fighting technique. Instead of throwing a normal lower-body kick by pressing the A button and down on the control pad, press both the A and B buttons while pressing down on the control pad. This throws a *spinning ground kick*. It is a much stronger blow that is worth 5,000 points. Like the other special fighting techniques that involve pressing both A and B buttons, the spinning ground kick cannot be used against tusk soldiers or other enemies during the journeys. But it can be used during matches and tournaments.



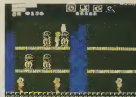
Here's how to collect the most bottles of holy water. Stop fighting your opponent for awhile, and leap back and forth over the top of him. Every minute or so, another bottle floats by. Grab it with a flying leap.



After the training sessions, you begin the second journey. You can easily defeat the ninja girl and the tusk beasts with the same tactics you learned on the first journey.



There is a strange new enemy on the second journey. To defeat it, jump inside it and kick as fast as you can. (Or you can throw cosmic saucers, if you have this power.) Soon the beast will explode like fireworks.



Punch this statue on the second journey to find the magic symbol that restores your life energy. You will need this energy to defeat all of the tusk beasts and unlock the second door.

While learning all of the special offensive techniques, be sure not to neglect your defensive skills. They are equally important, especially when you advance to the world tournament. There, you will need all of the energy you can muster to defeat the tusk soldier who is hiding within your final opponent. If you lose too much energy during the final tournament match, you will quickly go down in defeat to the powerful tusk soldier. One defensive skill you absolutely must master to survive this stage is the flying leap. (For details, see the photo captions.)



At the end of the second journey, you enter the world tournament. The first opponents are the easiest, so sharpen your fighting skills against them. Use flying leaps to catch the bottles of holy water that float by every minute or so.



Here's why it's vital to collect holy water. After beating your last enemy in the tournament, he becomes a powerful tusk soldier. Each time he hits you, press the Select button to drink a bottle of water and gain energy. You must do this to survive.



When you are battling the powerful tusk soldier, he will sometimes retreat and begin rolling these balls of flame at you. To avoid them, make a flying leap. Otherwise you will lose too much life energy to win the fight.



It is very hard to defeat the powerful tusk soldier. But if you do, you advance to the third journey. More enemies await you there, but you can beat them with the same tactics you learned on earlier journeys.

JACKAL



Blow holes in the sides of these single huts as you encounter them during the game. The prisoner you free will replace your grenades with rockets.

THE GAME

There are prisoners of war to be freed, and you're in command of the armored attack jeep sent to get them out at any cost. You'll find prisoners on each of six different stages. Blast your way to them, pick them up, and take them to the helicopter landing pad to be carried out of enemy territory.

But getting the prisoners is the easy part! There are hundreds of enemy tanks, armored jeeps, bazooka-firing soldiers, bombers, gunboats, and other attackers trying to stop you.

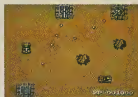
Your jeep fires a machine gun, and either grenades or bazooka missiles. The machine gun shoots in one direction only, so you'll have better luck getting rid of enemy soldiers if you learn to drive left and right across the screen. But you can fire the cannon in any direction. The sooner you get used to moving your jeep quickly, the farther you'll get in this game.

It is as much fun for two players, too. You and a friend can cooperate, driving twin jeeps from one level to the next. Or you can play in one-player mode and take on the enemy by yourself.

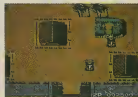
Konami



When attacking more than one enemy tank, it's sometimes easier to drive across the remains of a destroyed tank to get to the next one.



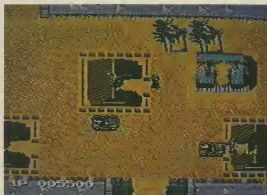
In two-player mode, don't let your jeeps get too far apart. One jeep can be trapped by enemies if you try to leave the screen too far from your teammate.



When a jeep gets missile power in a two-player game, the other player will have to wait until the next missile hit.

You can sometimes uncover hidden objects by firing your grenades or missiles at an area that seems empty. As you play the game, try firing your cannon at a variety of areas to see what turns up.

There are a lot of things you can do in this game, and it's a very good idea to try them all. You can't be sure if they're all good, but you can't be sure if they're bad either. It's a good idea to try them all, and you can't be sure if they're all good or bad either. It's a good idea to try them all, and you can't be sure if they're all good or bad either.



When freeing prisoners in the two-player mode, work together to get the men out faster. And make sure there are no enemies around while you're both loading prisoners.



It's possible to blow up enemy ships from the bridge, but you have to be fast. It's easier in two-player mode.



When one of your jeeps is blown up, the prisoners inside wander around until you or your partner pick them up.



On the first level, race up the right shoreline after crossing the bridge. When you come to this area, make the star appear by shooting at this spot. The star can destroy all your enemies.

Once you've picked up prisoners on a level, try to play a little more cautiously, at least until you've unloaded them at the helicopter. Every time your jeep is blown up, you lose some of the men you've rescued.



For extra points, unload the prisoners you've freed on each level. If your jeep is blown up, you lose some of the prisoners you've rescued.



The blue tanks at the end of level 1 are fast, and you have to shoot them twice. This takes practice. It's easier in the two-player mode.



When you encounter these twin tanks, shoot a missile directly between them — they'll both blow up. Just don't miss.



Be careful when entering a new screen. Enemy tanks are often waiting just beyond the edge of the screen. Fire while entering.

If you wait too long to get in the helicopter, it will leave, and you won't be able to control your progress. Try moving up the pressure, and get to the landing zone without too much delay. You'll get another jeep with more armed troops, plus more.



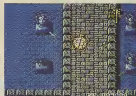
Some of these stone columns blow up and drop deadly stone sections that can destroy your jeep. Watch for them; they can be avoided.



The enemy planes flying across the screen are fast and deadly. But you can usually avoid them by moving left or right very quickly.



Some areas are just too risky! When you find an area in which more than three enemies attack at once, remember it and stay away in the future.



These stone heads fire deadly missiles. Don't try to destroy them all. Just race by them as fast as you can.

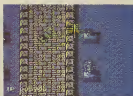
One of the easiest ways to die is to get hit by a tank or missile. When you're shot, you'll have a few seconds to react. If you're hit by a tank, you'll have a few seconds to react. If you're hit by a missile, you'll have a few seconds to react. If you're hit by a tank, you'll have a few seconds to react. If you're hit by a missile, you'll have a few seconds to react.



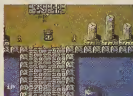
When you enter a tough screen in two-player mode, be ready to split up in opposite directions to avoid enemy fire.



These stone heads shoot heat-seeking missiles that are hard to avoid. Be ready to move fast and get off the screen as soon as possible.



Enemy planes drop bombs on the bridges as well as on the land areas. You have less room to maneuver on the bridges, so try not to get caught there.



At the end of this bridge, you must use a missile to get these twin tanks, or be ready to dodge quickly left or right.

METAL GEAR



Sneak by this guard while he sleeps. You must learn to be patient until enemy soldiers sleep or turn away.

THE GAME

Metal Gear is a game that rewards patience and careful planning as much as it rewards quick moves and a fast trigger. You simply cannot win unless you learn the right strategy for sneaking and fighting your way through the armed complex of buildings that belongs to the tyrant, Vermin McTaffy. Your mission is to sneak in and destroy McTaffy's secret weapon, Metal Gear.

You'll work your way through jungles, buildings, and mazes teeming with soldiers, poison gas, disappearing floors, and many other deadly dangers. As you move through enemy territory, you must keep checking your transceiver for new information about the location of allies and extra equipment. You'll also have to learn how to use your equipment and weapons for different situations. But most important: Learn how to sneak by enemy soldiers as they guard the trails and buildings. You can't win by firepower alone.

When you pick up equipment or weapons and leave the truck or room where you found them, watch out for an ambush by enemy soldiers. If you're ready for them, you'll have a better chance to get rid of the soldiers before they sap too much of your soldier's energy.

Ultra

The opening jungle area is the toughest part of the game. It takes patience, and you must learn how to sneak by the soldiers. Once you get to the first building, you'll start to have an easier time.



The dogs will chase, but you can avoid them by going straight down and taking the path at the bottom right.



There are binoculars in this first truck. But when you come out, the soldier will attack. Be ready to hit him as fast as possible.



When you see the binoculars in the truck, go to them and pick them up. They'll appear in your equipment inventory.

In *Midnight Train*, your first task is learning to sneak past the soldiers sent away to sleep. When they go to sleep, they try to fight each soldier, and it's quick to be killed.



To sneak by these two guards, wait until both of them are facing left, then move down the screen quickly. Your timing has to be just right.



At the guard house, hide here until both guards turn left. Then sneak by on the left side next to the house.

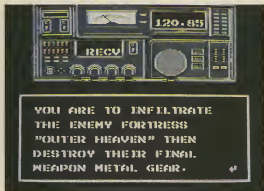


Sneak into this truck to get Card #1. You'll need it to open doors in the first building.

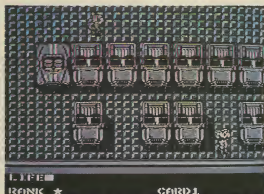


After emerging from the truck at the first building, wait until the guard leaves, then use Card #1 to enter the building.

Make sure you look carefully at the maps that come with the game. They not only show you where to go, but give you important hints about where equipment, soldiers, and prisoners can be found.



When using the transceiver, remember to keep it tuned to 120.85. It occasionally drifts, and you won't receive valuable messages unless you tune it back.



In the first building, go left. Then work your way clockwise through the rooms.

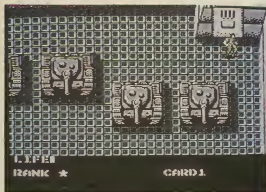


In this tank room, go all the way to the left and then up to the room above.

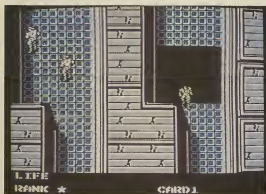


You can send calls for help by pressing up on the direction controller and keeping the radio tuned to 120.85.

At different points in the game, you must use either special equipment or special weapons found through certain rooms or buildings. It takes time to learn how everything works, so keep some notes about each building. This is especially true of the mazes.



This door leads to the gas mask you'll need later. When you enter, you'll have to fight a soldier. And when you leave, you'll fight another one.



This black hole opens up on the right side of this screen and swallows your soldier. Go through the left side.



Use the passwords when you want to stop a game in progress and return to the same place later. Obviously, this is more useful later in the game.

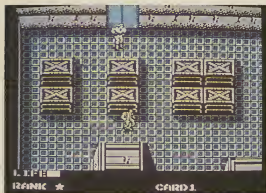


The key to *Metal Gear* is knowing how and when to use the weapons, equipment, and transceiver selections as you go through the game.

Once you've moved into the first building, you'll start to find prisoners. You can't reach many places or people until you earn a certain rank by rescuing these prisoners. For instance, to get the rocket launcher in the second building, you need a rank of four stars.



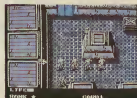
You advance in rank as you rescue more and more prisoners. That means you have to search through many rooms in each building.



The west elevator is at the top of the screen in this room, which is at the upper left area of the building.



The elevators take you from floor to floor. But watch your step when getting in and out of them.



A red sensor has picked you up, and a squad of soldiers appears almost immediately. It takes time to learn the safe routes.

MICKEY MOUSECAPADE



When the game opens in the fun house, Mickey and Minnie are unarmed. They have to get a key from the wizard before they can exit the house.

THE GAME

Disney cartoons were never like this! Mickey and Minnie have to find a missing friend by searching through five dangerous zones: the fun house, ocean, woods, pirate ship, and castle. The mice are threatened by cats, walking brooms, jellyfish, lobsters, bears, skull-throwing cutthroats, and wasps. But they are armed with stars that they can throw to inflict a lot of damage.

Mickey and Minnie's search begins in a fun house. They have to go from room to room before they can find the treasure chests that hold their stars. From the fun house, the mice travel to the ocean, where they must dodge deadly waves and defeat the same crocodile that made mincemeat of Captain Hook's arm.

In the woods, Mickey and Minnie have to jump chasms and defeat bears, while looking for the right exits that will take them through spring, summer, autumn, and winter seasons until they find the exit to a mysterious garden where the caterpillar from *Alice in Wonderland* waits for them. And their final battle is in the castle of the evil queen from *Snow White and the Seven Dwarfs*.

Capcom

In the green section of the fun house, enter the doors that open to the right. One will hold a key to the locked section of the house, the other will hold Mickey's stars. To get Minnie's stars, leave the room where you found Mickey's, go up three green rooms, right through a blue room and two brown rooms, down two ladders, and then left through a blue room.



The entrance to the treasure room holding Mickey's stars is on the left. Minnie stars are on the next floor, with the entrance on the right. Be sure to get Mickey's stars before Minnie's.



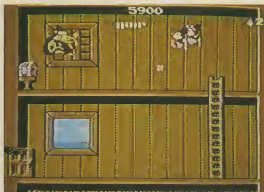
This cat is pretty difficult to defeat. If your power points are low, you might want to just jump over the cat to reach the exit. But be sure you've found the key to this door.



The walking brooms can be troublesome. You need to shoot their handles, not their bristles, so don't stand on the floor to fire. Jump up and shoot instead.

Though there is a warp feature in *Mickey Mousecapade*, the only way to get through the game with double throwing stars is to play the different levels in order. If you skip around, only Mickey will be armed. And that will be a problem, especially against the enemies at the end of each level.

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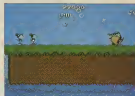
You need to be near full strength before you battle the wizard. Then climb the ladder and keep jumping and shooting. Before too long he'll disappear in a big explosion. The fun house key is in the treasure chest.



Learn the pattern of the ocean creatures and shoot as many as possible. Don't stand still too long or a wave will try to wash you into Davy Jones' locker.



You can be injured by the waves and by the jellyfish they bring. But you can also shoot the jellyfish if you're fast enough. You need all the extra points you can get.



Mickey and Minnie's final foe is this ill-tempered crocodile. Defeat him just like the wizard. Just keep jumping and shooting as fast as you can.

best way to avoid this is pausing near doorways in the woods to slay an enemy in a gold-hungry. Sometimes you can accidentally move toward the door and end up back at the beginning of the scene or, worse yet, at the beginning of the whole level. During the first two seasons, you'll want to exit through the second door you find. To exit from autumn and winter, you'll have to locate the exit by shooting at the trees.



The minute you step off the ladder onto the deck of the pirate ship, the pirates will start running twice as fast. It can be difficult to beat them.



You can really lose a lot of strength quickly in the pirate ship. So you should take advantage of anything that looks like it might hold a hidden item, such as these whiskey barrels.



Pegleg Pete throws knives at all different levels, so it's hard to get a shot off without getting hit. But practice makes perfect. Pete is also hiding in the queen's castle.

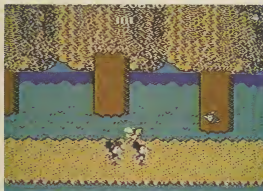


In the woods, with each season you enter, the level of difficulty increases. Spring is the easiest, with nothing more savage than this little hopping toadstool.

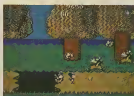
Anytime you think there may be hidden items, try shooting a star. Aim at a window, walls, trees, barrels — anything around. You can tell if something is hidden because your star will make “impact” instead of just passing by. A little puff of smoke will appear. It can take six or seven shots before some items appear, however, so keep trying.



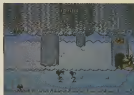
In the summer woods, these yellow pigs will sneak up behind you. It's easier to jump to avoid them than to try to shoot them. They'll run across the screen and drop into a chasm to the right.



Shoot at the trees to turn up secret items, such as this guardian angel. For 30 seconds or so, she will follow Mickey and Minnie and make them invincible. Move fast when she's near.



Midway through the autumn scene, you'll jump over a large chasm, right into the arms of these honeycomb-throwing bears. Don't let them touch you because they'll sap your strength fast.

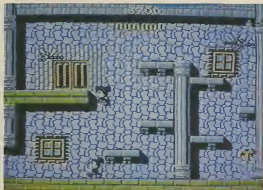


During both autumn and winter, you should scroll slowly. The bears usually come in pairs, but they're a lot easier to defeat if you can take them on one at a time.

As you near the end of a level or scene, try to exit with full strength. You can find cake pieces in the castle and fun house, but if you shoot enough enemies and missiles in the woods, you'll earn a diamond that will replenish your strength to its maximum. Find the little brown plants that fire missiles. Shoot at the missiles until you hit six or seven. Then you'll earn a diamond.



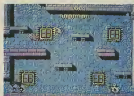
When you leave the winter woods, you'll come into a garden right out of *Alice in Wonderland*, complete with a caterpillar. This worm's smoke rings are dangerous though, so shoot him before he can shoot you.



It's often difficult to make both Mickey and Minnie jump at the same place. To get the key on the other side of this column, you might find it easier to split them up and have Mickey go over alone.



Some of the dangers of the garden are chasms which open unexpectedly. Keep moving and jump if you see the path start to open in front of you. Even if only one mouse falls, they both die.



You have to keep moving up in the castle, jumping onto levels you can't see. Be prepared for the many dangers that are out of sight.

NINJA GAIDEN



Use your sword to get rid of attackers in front of you, but watch out for enemies chasing you from behind.

THE GAME

With only a sword and amazing leaping powers, Ninja Gaiden must work his way through six levels, fighting against boxers, other ninja warriors, guards, wizards, bats, and a host of other enemies. There are 20 areas of play, and each is different.

The enemies of Ninja Gaiden attack in a variety of ways. You must guide Ninja Gaiden through each level, learning how to jump, fight, and climb your way to the end of the game. The action never stops. And a timer in each area means you can't wait around too long.

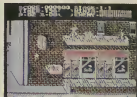
The key to the game is learning how to jump, cling to a wall, and then jump again. This jumping from wall to platform to wall is what it takes to move ahead. You press the left or right controller button, and then the A button. The B button moves your sword to destroy attackers. And there are plenty of attackers!

To advance to higher levels, you must learn the patterns of your enemies. Then you must jump and fight at the same time. Finally, you need to pick up as many extra points and weapons along the way as you can.

Tecmo



The secret to *Ninja Gaiden* is learning to cling to walls, and then to jump up the walls to get farther along.



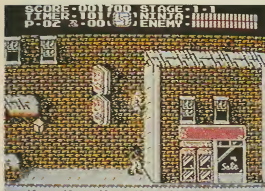
You earn extra weapons and points by picking up objects like this on each level.



Wait until the boxer approaches you here, then swing the sword low to get rid of him.

The first area on level 1 gives you a chance to practice your wall jumping, without requiring as much climbing as you'll encounter on later levels. Try to make it through without losing too much energy. You'll need energy to get by the attacker in the second area on level 1.

Judging distances is very important above the first level. You'll find holes in the floor, platforms and ladders; and smaller platforms you use to get from one level to another. This means you'll have to time your jumps perfectly to avoid falling.



Work your way up this wall by jumping back and forth between the signs and the side of the wall. It takes practice.



Go through this door, and you'll be at the end of the first area of level 1.

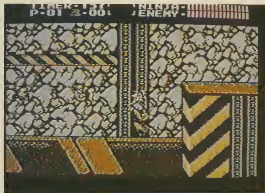


At the second area of level 1, you're attacked by this large enemy. Jump on the wall and wait until he's below you. Then jump over and stab repeatedly at his back.

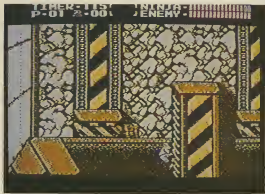


After finishing Act I, you'll have to do much more climbing and jumping to get farther into the game.

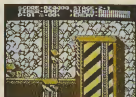
As you go from level to level, it quickly becomes harder to get through each area. Although there are only two or three areas on lower levels, the top two levels include four areas each. When you run out of lives, the game will return you to the first area of a level.



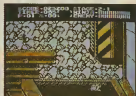
There are many small platforms you must use to jump to higher areas or to cross wide gaps in the floor. But watch out for bats as you jump.



Ladders like these take you up to higher screens within each level. Look for ladders that disappear off the top of the screen.

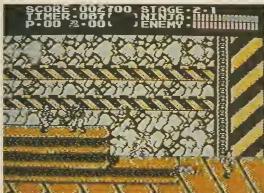


At the top of a ladder, you can't climb onto a platform. Jump back onto the smaller platform, and then across onto the larger one.



Near the end of this level there's a long jump to the ladder at right. If you fall short like this, you'll have to start the level again.

As you play *Ninja Gaiden*, you will be tempted to bypass some of the special items you should be picking up to earn extra weapons and more points. Don't miss them. There are important objects you need to make your passage easier. The trick is learning to balance the speed of your forward movement against the need to pick up special items.



As you get closer to the end of this level, more attackers surround you. Be ready to jump over some of them and race for the exit.



Jump from the pillar to attack the swami at left. But your timing has to be just right to get past him.

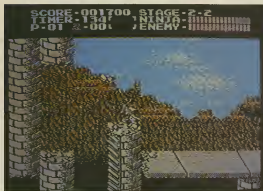


This soldier fires bursts of machine gun fire. Time your jump between the bursts of bullets, and then strike with your sword.



These creatures hover above you. Jump up and strike them with your sword to receive extra points and special weapons.

The action in *Ninja Gaiden* never stops. To get through all six levels, you must learn how to move and fight without planning ahead. Although you can learn the patterns, the real key is to be fast with the controller.



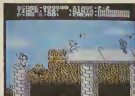
Dive left from this pillar, land on the platform at left, then jump to the ladder and climb down.



When you reach these stone pillars, you must jump from the second one to destroy the green soldier before landing.



This circle of fire destroys all enemies you encounter. You'll find it hidden on each level. Once you get it, move fast.



You'll find several small pillars like this guarded by a soldier. Wait until he's walking toward you, then jump and swing your sword.

WIZARDS & WARRIORS



Here is the map to the kingdom of Elrond. It appears on screen for only a few seconds at the beginning of each game, but you can study it here for as long as you like. You begin in the forest at the upper left.

THE GAME

Most Nintendo games emphasize arcade-style action, with lots of shooting and chasing. *Wizards & Warriors* has plenty of action, but it is patterned after the type of computer game known as a *graphics adventure*. In an adventure-style game, the player must journey through a strange world on a quest toward a special goal. The path is blocked by many enemies and hazards. To survive, the player must be both quick and clever.

In *Wizards & Warriors*, you assume the role of Kuros, a brave knight. You must journey through the hostile kingdom of Elrond in search of the Castle IronSpire. Deep within the castle, the evil wizard Malkil has imprisoned a sleeping princess. Your mission is to defeat Malkil and rescue the princess.

Before you can find the castle, however, you must overcome numerous enemies and dangers. The evil wizard has commanded the creatures of Elrond to stop you. On your way to the castle, you must pass through dangerous forests, caves of ice and fire, and underground passages.

Acclaim

Wizards & Warriors is full of hidden weapons, treasures, and magic spells for you to discover. Don't be too anxious to advance from one level to the next before uncovering all of these secrets. You will need every weapon and magic spell you can find to defeat the numerous enemy creatures in the kingdom of Elrond. Even after you acquire enough gems to bribe the enemy who guards the entrance to the next level, be sure to explore every corner of the current level. You'll be surprised at what you can find.



When the game starts, the knight Kuros (that's you) appears halfway up this hollow tree, next to a door. Do not enter the door. Instead, walk to the right until you start falling.



If you fall straight down from the tree where you begin the game, you will land on or near this blue key. Grab it — not many keys in *Wizards & Warriors* are this easy to find. Then jump through the blue door nearby.



After jumping through the blue door, you'll find yourself inside this hollow tree. A purple chest full of gems is at the bottom, but you can't unlock it yet. You need the purple key.

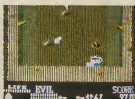
When the game begins, you are armed with the blessed Brightsword, a powerful weapon. With the Brightsword, you can defend yourself against almost any hostile creature in the kingdom of Elrond. But to rescue the sleeping princess from the evil wizard Malkil and win the game, you will need more than your Brightsword. The main problem with the Brightsword is that it's a close-range weapon — you must be very close to your enemy to use it. Some creatures are too dangerous to fight with the Brightsword alone. That's why it's important to find additional weapons.



To find the purple key, keep climbing upward inside the hollow tree with the blue door until you reach another door at the top. When you exit this door, you'll find the key outside on a tree limb.



After grabbing the purple key, walk off the limb and fall straight down. Near the bottom of the tree, you'll fall through the blue door. Now you are inside the tree again, where you can unlock the purple chest.



Enter the hollow tree with the gray door. At the bottom of the tree, you'll find a blue chest. When you unlock it, you'll find another treasure of gemstones. You'll need these gems later to advance to the next level.



Climb as far as you can inside the hollow tree with the gray door, then exit the door. To the left, you'll see a chest sitting in a bird's nest. This chest contains the Boots of Force, which allow you to kick open chests.

One important weapon you need to locate is the Dagger of Throwing. This is a magic knife that always returns to you like a boomerang. The Dagger of Throwing lets you hit enemy creatures before they get too close. This is safer than fighting them with the Brightsword. The Dagger of Throwing is easy to find at the beginning of the game. It is hidden inside a chest on a tree limb near the upper-right corner of the forest. It is directly below the hollow treetop that leads to the next level.



Jump up the tree limbs until you find this area. The hollow treetop leads to the next level, but don't enter it yet. You must bribe the enemy knight who guards the entrance with at least 100 gems.



Jump down to the tree limbs right below the enemy knight. There you will find a chest with the Dagger of Throwing, an important weapon. If the chest doesn't open, kick it with your Boots of Force (press Select).



There are a few ways to reach the treetops in the forest. One way is to drink the purple potion to gain extra jumping power. Another way is to jump on top of a flying enemy creature and bounce upward.



Once atop the trees, move to the far right. There you'll find a chest containing the Shield of Protection. If necessary, kick open the chest with the Boots of Force (press Select).

On some levels you may discover weapons or magic that won't come in handy until you advance to the next level. For example, in one of the chambers within the caves of ice, you will find the Boots of Lava Walk. These fireproof boots are obviously useless in the frozen caves of ice. But if you make it to the next level — the caves of fire — the boots will be just what you need. They make it possible to ride atop the columns of fire that erupt from the lava pits.



The first time you reach the treetops, you can enter a secret treasure room full of gems if you jump straight up from this spot. But don't expect to find the secret room more than once.



When you have at least 100 gems, the enemy knight will not stop you from advancing to the next level. To advance, jump into the hollow treetop by pressing down on the controller pad.



After jumping into the hollow treetop, you will find yourself inside a bee tree. Don't waste time fighting the swarms of bees. Instead, keep moving downward, collecting gems and other treasures on your way.



Near the bottom of the bee tree, you will find yourself sliding down these roots. If you stay near the middle of the tree while sliding, you will discover a chest containing the Wand of Wonder, another worthwhile weapon.

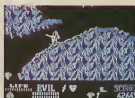
Here's an important technique to learn — the levitation jump. It allows you to jump higher and get to places that would normally be out of reach. To master the levitation jump, you first need the Potion of Levitation. Be sure not to leave the caves of ice for the next level until you find this magic potion. It allows you to float a short distance off the ground when you press up on the control pad. To make a levitation jump, simply hold up on the control pad, then press button A. You can leap much higher this way.



At the bottom of the bee tree, exit the gray door. To battle the Demon Skull, you can use either the Dagger of Throwing or the Wand of Wonder, but only the Wand can freeze the Skull's shots.



After defeating the Demon Skull, collect the pile of treasure it leaves behind and rescue the first damsel, Lucinda. If you reach this point, you've successfully completed the first level.



The second level consists of ice caves. Two things to look for on this level are the Potion of Levitation and the Boots of Lava Walk. These special Boots will come in handy if you advance to the next level — the caves of fire.



To advance to the third level, you must defeat the bats in this cave. Instead of battling them one by one, quickly run to the far end of the cave, letting the bats chase you. Then turn and fight them all at once.

ZELDA II — THE ADVENTURE OF LINK



Stay on the paths when you don't want to risk losing energy by fighting. Enemies will appear, but won't attack.

THE GAME

If you are a Nintendo fan, sooner or later you'll probably want to get *The Legend of Zelda* or *Zelda II — The Adventure of Link*. Link is one of the most popular Nintendo characters ever created, and the land of Hyrule is a huge, dangerous, fascinating world for you to explore.

To win in *Zelda II*, you must guide Link across the land of Hyrule so he can visit six different temples and place gems in statues at the end of each temple maze. This will unite the Triforce of Courage, Power, and Wisdom, thus awakening the sleeping Zelda.

You must do several things well in *Zelda II*, to have a chance at winning. First, you must be able to coordinate Link's fast-action fighting abilities. Second, you must learn to map your way through a series of complex and deadly mazes. And finally, you must uncover a great many hidden objects and powers.

Link builds up points as he destroys enemies and finds certain objects. It's very important not to try fighting your way through certain temples until you've found certain objects or powers, such as candles, keys, jumping ability, and special fighting techniques.

Nintendo

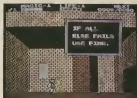
You'll get further in *Zelda II* faster if you make a few notes during the game. Write down where you have visited, and draw a rough map that shows the locations of Bowl of Hearts, fairies, and other helpful items and creatures. If you don't, it's easy to get confused and frustrated.



Build up as many points as possible by fighting attackers in the early stages of the game to get better weapons and magic.



Visit the town of Rauru early in the game for information about your quest. You will also receive a special gift.

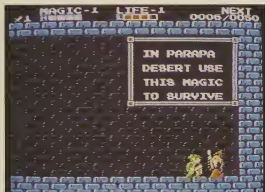


This character is Error. After you clear the town of Mido, Error gives you important information.

When you get to the town of Mido, go to the church. While there, you can get the power to stab downward with Link's sword. You'll need that ability to face stronger enemies later.



Townspople can offer valuable information. Talk to them, and you'll soon learn which ones can help you.



The wise man in the town of Rauru will give Link shield power. You need it to fight through the first temple.



Later in the game, find the hammer in a cave near Death Mountain. It can make the game much easier.

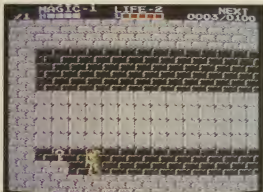


Try to pick up the Bowl of Hearts to increase Link's life power. This one is in the yellow area along the seacoast, south of the first temple.

You really need to explore the land of Hyrule in order to win *Zeida II*, so take your time and get to know your way around. When you start, try heading east and northeast to visit Rauru and the first temple. If you visit those areas first, you'll get farther faster.



Each temple has a statue out front. Most of them will reward you with something if you stab at them.



In the first temple, go left off the elevator to get the first key.

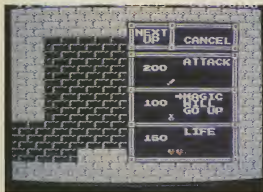


The fairies will restore Link's life power. This one is at the far right, on the same level as the first key in the first temple.



You must clear all levels of each temple to find everything you need for Link's quest.

At the Death Mountain maze, keep heading to the right; never go left. And when you are in the King's Grave area, look for a cave that will lead you to the island.



As you get more points, you can choose to increase your powers. But sometimes it's better to use Cancel and save points for higher powers.



Be sure to find the candle in the first temple. You'll need it to go through caves in the south later on.

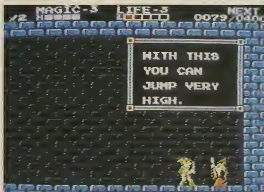


When fighting the horse-headed Mazura at the end of the first temple, jump, then stab at its head.

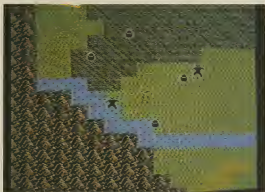


You must set a gem in the statues that you'll find at the end of each temple.

Near Ruto, try to find a trophy in an underground passage. When you find it, pick it up. Once you get to the town of Ruto, someone will reward you with an important power.



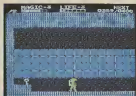
In the town of Ruto, to the west of the first temple, you will receive magic jumping ability from a wise man.



Look for an additional Link in the swamp near the second temple.



You must find Bagu in the woods near Saria so the townspeople will help you cross the water.



In the second temple, go to the bottom level first, and concentrate on getting all of the keys.

BLASTER MASTER



Jumping and shooting at the same time are very important in *Blaster Master*. In this first section, practice moving and build points by repeatedly destroying enemies.

When you find an area where you can move around without losing points, go back into that area several times to build up points and firepower. The stronger your weapons become, the faster you will be able to get through different stages of the game.



The mutant boss at the end of each stage must be destroyed. Although the method you use will change with each boss, in general you should aim for its head.



Jumping from square to square here is the only way to climb. Watch out for small land mines on some platforms. Land near the edge on these areas.

THE GAME_____

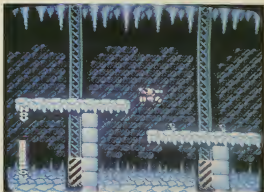
Jason and his *Blaster Master* armored vehicle are in a fight to the finish against radioactive alien mutants below the Earth's surface. Your job is to guide Jason through seven different areas, destroying the mutants, increasing your firepower, and killing the mutant bosses on all the levels. If you make it all the way through, you can escape from this radioactive nightmare.

Getting used to moving and jumping with the armored car is the hardest part of the game at the beginning. Once you become comfortable with the way the car moves, you'll get farther. Jason also moves outside the car. You release him by pressing the Select button. In many areas, he can explore, swim, and fight better on his own than he can inside the car.

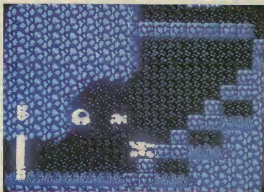
At first, the car's cannon and Jason's gun are relatively weak. But as you move through the game, you'll pick up more power the longer you stay alive. Always try to find power pills to keep Jason's energy level high. The most deadly places are the radioactive areas, which can destroy Jason and the car within seconds. Also, there are enemies which will attack and destroy Jason if you're not prepared. When you enter a new area, be prepared to back out immediately if you need a moment to figure out how to fight back.

Sunsoft

Once you get used to sliding around in the ice caves, you won't find this area so hard. But try to avoid staying on ice too long.



When you reach underwater screens, let Jason swim outside the car. He's faster and is able to get things done much more easily here.



Look for doorways of two basic sizes. Small ones admit only Jason. Large ones admit both Jason and the car.



COBRA COMMAND



You must be able to pick up prisoners and fire at attacking helicopters at the same time. This takes practice at first.

THE GAME

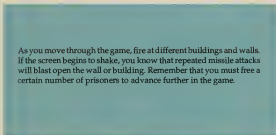
You're in the cockpit of a fast-moving Cobra attack helicopter as you sweep through enemy territory looking for prisoners to free. To find the hidden enemy bases where many of the prisoners are kept, you'll have to blast your way through walls and buildings. You'll also have to defend yourself against a constantly attacking horde of enemy tanks, rockets, helicopters, armored trucks, and bazooka-firing soldiers.

Although your Cobra copter is not very powerful when you start the game, you pick up extra weapons and more armor as you go forward. When you press the Select button, the status screen shows your guns, missiles, armor, engine, and rescue equipment. You can also check this screen to see your score, the number of hostages rescued, and messages sent.

There are six stages to *Cobra Command*, and each one has different challenges. The number of hostages on each level ranges from 32 to 38. As you move through the game, be sure to keep looking for bases where you can get fuel as well as extra weapons and hostages.

In later stages of the game, you will have a much easier time if your armor and engine are in the Super or Hyper range and your missiles and guns are also advanced. And, early in the game, you should learn how to vary the direction of your shots by pressing the controller pad left and right for upward and downward shots.

Data East



As you move through the game, fire at different buildings and walls. If the screen begins to shake, you know that repeated missile attacks will blast open the wall or building. Remember that you must free a certain number of prisoners to advance further in the game.



The status screen shows the variety of weapons and equipment you have. Your powers increase as you free more prisoners and move further into the game.



Blow open this underground fortress by firing missiles at the top of the building. After several hits, it opens and you can descend.

When missile-firing trucks approach, fly low to the ground and release your missiles just above the surface.



You must dodge between these missiles as they launch themselves in patterns in front of your Cobra helicopter. You have to move carefully here.



Within this underground enemy depot you can free many hostages, but first you have to knock out the enemy cannons and tanks.

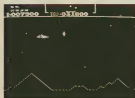


DEFENDER II

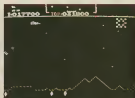


Listen for the “yelping” sound that means a Resident is being carried away by a Mutant (green alien). Then fly forward to find the guilty Mutant and blast it with your laser. Be careful not to hit the friendly Resident.

When the game starts, your spaceship is pointed toward the right side of the screen, so you naturally fly from left to right. But to become a good player, you must also master the technique of *reversing* your direction and flying from right to left. This allows you to go back and destroy any aliens that may have eluded you. If you watch the radar at the top of the screen, you can clearly see where all of the aliens are (the horizontal brackets indicate the area of the visible screen).



After you destroy a Mutant that was kidnapping a Resident, the helpless Resident begins falling to the ground. To save the Resident, catch him with your spaceship. If you do, it's worth 1,000 or more bonus points.



If a Mutant successfully kidnaps a Resident, it turns into a vicious spinning creature that chases you. To kill it, move to the top of the screen and fire your laser as it approaches.

THE GAME

Old timers who haunt the video arcades will fondly remember *Defender*, one of the all-time classic shoot-em-up games. *Defender II* is an updated version for Nintendo that preserves the excitement and strategy of the original.

Defender II is a little different from most shoot-em-up games. Although it's a very fast-moving game that requires you to blast hordes of hostile aliens with your spaceship, you also have something to defend—a population of Residents on the planet surface. The aliens try to kidnap the Residents, carry them away, and transform them into enemies. Your task is to protect the Residents from being kidnapped, or failing that, to rescue Residents who are being carried away. This calls for very careful shooting, because you don't want to accidentally destroy any friendly Residents.

Your main weapon is your spaceship's laser. You have an unlimited amount of laser power. To aim the laser—and to avoid the attacking aliens—you can maneuver your spaceship up or down, left or right, at any speed you choose.

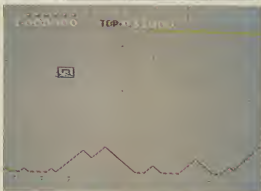
An even more powerful weapon is your supply of smart bombs. When you detonate a smart bomb, every alien on the screen is instantly blown up. You only have a limited supply of bombs, but you can earn additional bombs (and spaceships) each time you score 20,000 points.

Hal America

If you take too long to clear a wave, the saucer-shaped Baiters make an appearance. They are very fast and like to sneak up on you from behind. If you miss the Baiter with your laser, you'll probably have to use a smart bomb to get rid of it.



When surrounded by lots of enemies, you can either use a smart bomb (if you have any left) or escape by flying through the warp gate. The warp gate transports your spaceship to another part of the planet where the skies may not be so crowded with aliens.



If you survive long enough to make it to wave 4, the landscape changes. The mountains disappear and the terrain becomes very flat. The Mutants tend to stay close to the ground on this level, so you'll have to fly very low to defend the Residents.



DOUBLE DRAGON



Climb the ladder before these gang members come out of the door. When they climb up, kick them before they get off the ladder.

THE GAME

One of the most popular games in the arcades, *Double Dragon* is a fast-paced karate fighting contest that pits Billy against the meanest bunch of punks, thugs, and assorted gang members you can imagine. They've kidnapped Billy's girlfriend, and now Billy must fight his way to her rescue. To make matters worse, the evil Shadow Boss at the end of the game turns out to be his brother, Jimmy, who is also a master of the martial arts.

The secret to *Double Dragon* is learning how to pick the right combination of punches and kicks for each type of enemy Billy meets. Sometimes, you'll also need to figure out how to knock off a very powerful enemy by using a trick or two. Look for ladders to climb, walls to scale, barrels to throw, and other weapons and items.

When you start a new level, practice a few kicks and punches to see what new techniques you've picked up. You gain power as you get further into the game. But sometimes you won't be aware of any change unless you experiment.

Almost every weapon used by Billy's enemies can be turned against them in one way or another. Try to disarm an enemy right away, then pick up the weapon and use it yourself.

TradeWest

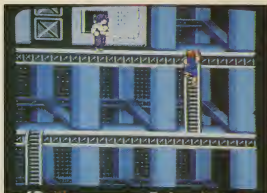


Practice in Mode B against the computer opponent or another player. This will help a great deal when you play the regular game.



Knock this big gang member off the conveyor belt as soon as he comes at you. It takes practice, but you'll soon get the hang of it.

Don't fight this gang member at the top of Mission 2. Climb back down two ladders, and he will disappear.



Knife throwers are fairly easy to avoid. Wait until the knife is released, then quickly move up or down on the screen. The knife will miss you.



The Shadow Boss is really Billy's brother. This is the toughest fight in the game.



GAUNTLET



Pick up all the keys and treasure you can in the first room. The exit is in the upper left, but you can explore all the chambers first without being threatened by too many enemies.

You earn passwords for each area you complete successfully. You can start halfway through and still have powers, bombs, and keys with these passwords: *Thor*: BC3-SY9-ISS. The first two letters of the combination are R and X; *Thyra*: NRF-TTU-NR7 with symbols C and 3; *Merlin*: UTL-D5T-LGT with letters G and W; and *Quester*: 77F-TA1-NL5 with letters W and L.

THE GAME

Morak, a horrible demon, has stolen the treasures of the land of Rendar, including the Sacred Orb, which he has hidden in a room locked by a combination. In *Gauntlet*, a role-playing fantasy, you can choose to be one of four adventurers whose quest is to return the orb to Rendar.

Thor is a mighty warrior; Thyra, a Valkyrie; Merlin a magician; and Quester a speedy elf. Each character has individual strengths and weaknesses, and your success in finding the orb depends on how well you manage your character. Thor, for example, has great stamina but is very slow. On the other hand, Quester is very fast but can't stand up to enemy fire.

There are dozens of mazes to be solved before you reach the room which holds the orb. Each room is filled with ghosts, demons, and evil magicians. There are perils such as acid puddles, locked walls, deadly potions, and stun floors. But you might also find the treasures of Rendar, or transporters, food, and keys.

Your gauntlet won't end until you complete all of the five worlds. And unless you can solve the "??" room mazes, you'll never collect the pieces of the combination that will unlock the Sacred Orb. In that case, Morak will be the victor.

Tengen



In the first treasure rooms, the exits will be in one of the four corners. Later, however, the rooms get more complicated, and it may take two or three tries to solve them.



To your left behind the hedge in room 37 there are pads that will open up the bushes in front of the bomb on your right. Then go up, pick up the bomb, and shoot behind it to reveal the exit.

Stepping on any of the patches in the beginning of room 45 will open the wall on the right, letting in four black demons. It's possible to get through without stepping on any of the pads, and it's definitely worth it.



Room 65 has invisible diagonal walls. Watch the movements of the ghosts to find the paths. Grab both of these bowls of food before you go into the exit, and you should leave with almost full energy.



You'll find treasure, potions, and powers in locked chests, but sometimes you'll also be surprised by demons. This chest is an exit, but since others are in view, it's a waste of a key unless the other exits are false.



GOLGO-13 — TOP SECRET EPISODE



When you've read all the information in an animated text-window, push the A button to advance to the next part of the conversation.

In the first airborne episode — when Golgo-13 takes a helicopter to eliminate a KGB sniper — you'll be attacked by a deadly revolving object called Rolling Thunder. It is (just barely) possible to avoid it, but a much easier and less risky strategy is to place your chopper low on the screen and fire at the central object even as the surrounding fireballs strike you. You'll lose nearly all your life-points, but when the object blows up you'll get them all back. Just be sure you have at least 25 rounds of ammo before trying this.



You have to use your jump-kick to destroy your first enemy. After that, you get extra ammo and life-points for every opponent you beat.



Some of your best clues will be found in subway stations. Be sure to visit all of them you pass, or you may miss something vital.

THE GAME

A helicopter carrying a secret chemical-warfare vaccine is blown out of the sky over New York, and the drug is stolen. The CIA thinks secret agent Golgo-13 is responsible. Another secret organization called FIXER, believing the crime to be the work of the evil DREK empire, hires Golgo-13 to find the real culprits and to recover the vaccine.

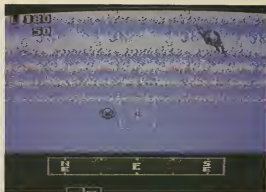
Part role-playing adventure game, part arcade shoot-em-up, Golgo-13 represents a new and fresh approach to Nintendo gaming. As Golgo-13, you must travel the globe in search of clues, informers, and assassins, all the while dodging bullets from the KGB, the CIA, and the real villains, all of whom are out to stop you.

The basic action unfolds on horizontal screens of European cities, with frequent side-trips into the air, the sea, and some dangerous underground mazes. When the action really gets intense, the viewpoint switches to Golgo-13, as seen through the sights of his customized M-16. In this action-packed "pan-zoom" mode, you'll have to knock off KGB sharpshooters, helicopters, Harrier jets, and guided missiles...to name just a few.

All the time you're battling your opponents, you must gather clues. You'll visit subway stations, airports, hotels, office buildings, and tourist attractions, and have interesting (and nicely animated) conversations with colorful, sinister, and sometimes beautiful strangers. Complete with a "007" type soundtrack, Golgo-13 is the first Nintendo game to simulate a James Bond style adventure. As such it offers an exciting blend of strategy and fast-paced action. If you've had your fill of itty-bitty ninjas, give this one a try.

Vic Tokai

When the screen switches to the pan-zoom view, hit these missiles quickly (or shoot down the planes that fired them). Otherwise you'll be wiped out.



You'll be attacked without warning by a variety of assassins. Motorcycle Willy tries to run you down recklessly. Shoot him in mid-air if you can, or use your jump kick.



Some of your toughest targets are airborne. Don't try to shoot down these bombers — just study the pattern of their floating mines and steer between them.

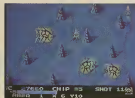


THE GUARDIAN LEGEND



On the first level, fire and move as fast as possible. You need to maintain high energy to get past the entrance to Naju.

One of the toughest areas of *Guardian Legend* is seen early in the game at the end of the first vertical-scrolling flight path. Don't try to concentrate on knocking out all of the guns one at a time. Just keep firing as fast as possible, hitting the missiles coming at you. The longer you can avoid being hit, the better your chance of destroying all the guns by rapid firing.



In this action phase of the game, large fish with sharp teeth attack as you fly toward the top of the screen. It takes several shots to get each one.



Keep shooting through to the red square in the middle and avoid the alien red spiders.

THE GAME

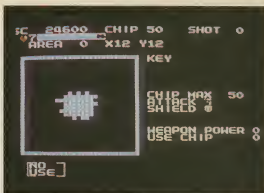
The Guardian Legend is both a fast arcade-action game and an adventure maze game. You'll have to be good at both styles of play to get very far in this Nintendo game.

The planet Naju is hurtling on a collision course with Earth. Your mission is to reach Naju and find the 10 self-destruct buttons to blow up the planet before its evil inhabitants can spread across Earth.

Just getting to the maze area of the game is no picnic. You have to fly your space fighter through a vertical-scrolling nightmare full of rocks, enemy fighters, and missile-firing anti-aircraft emplacements. But once you've fought your way through, you'll find yourself within Naju itself. You wander through room after room full of enemies, searching for ways to reach the self-destruct equipment so you can eliminate the planet.

The key to winning is to take your time looking around once you're inside the maze. You'll find many surprises, and some of the strangest-looking enemies you've ever seen. You'll also encounter other vertical-scrolling arcade-style screens you must fly through. The longer you stay alive, the more weapons and special items you'll uncover. With more powerful weapons, you'll find it easier to sweep through rooms and work your way through the maze.

Broderbund



This maze map helps you spot your location and shows the weapons you have at different stages in the game.



When hearts appear on the screen, you must get them to help prolong your life. Don't try to get by without them.



This sound-wave power is a very effective weapon. It can sweep away enemies in wide arcs.

IRON TANK



Rescue prisoners whenever you find them. They can give you extra power and information. But don't believe everything the prisoners say.

Don't always try to fight your way through every enemy tank. Sometimes, when you're attacked, it's better to get to another screen before you're damaged too heavily. You can outrun many enemy units.



When you cross a bridge, you'll be attacked by tanks, soldiers, and occasionally a plane. Try to get across bridges as quickly as you can.



The status screen shows a map of the different routes to enemy headquarters, as well as information about the weapons you've picked up.

THE GAME_____

The Normandy coast is crawling with enemy tanks, soldiers, and planes in this battle game set in World War II. To win, you must push your armored Iron Tank along the twisted roads and heavily defended woods, fighting to defeat the enemy.

You've got a map that shows you several ways to reach enemy headquarters and secure the area for the Allies. But each new route seems more deadly than the last! There are land mines that cut you off, tanks that appear to come out of nowhere, and endless streams of enemy soldiers that seem as numerous as ants at a picnic.

Iron Tank is a game that rewards strategy as well as fighting ability. If you run blindly into the arms of the enemy, your tank will be crushed in short order. Wait too long to go after the enemy, and your tank can be destroyed by a hundred small hits that slowly sap energy and weapons.

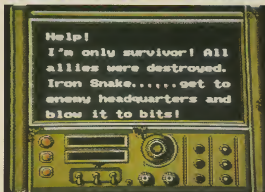
Fortunately, picking up weapons and energy is fairly easy — at least early in the game. But you'll need to learn how to conserve armor-piercing capabilities, long-range shooting, explosive power, and other special weapons. That way, you'll have them ready when you run into a real problem.

SNK

There's a lot of action at the power station. Take your time here to clear the area and pick up more weapons and power.



Messages are important when they offer information about nearby enemies. So, check in fairly often.



Islands are very difficult to get through because you can encounter tanks, mines, and boats. You'll have to develop a pattern to get through quickly.



JOUST



Whenever possible, try to pick up more than one egg at a swoop. This lessens the chance that eggs will hatch.

Just before a new wave begins, position your ostrich above one of the platforms where enemy riders are likely to appear. As soon as one does, drop down on it before it can fly. You can pick up easy points this way, and clear the screen faster.



Landing on the heads of opponents is what *joust* is all about. Always try to bounce on more than one enemy buzzard at a time.



The dreaded pterodactyl will fly swiftly across the screen if you take too long to clear a wave of enemies. You can destroy the pterodactyl if you land just right — but it's very hard.

THE GAME

As your brave knight sits atop his flying ostrich, only you can determine whether he'll bop his enemies off the screen or simply become buzzard bait. This is *Joust*, a crazy, futuristic jousting tournament in which you guide your knight and ostrich against hordes of enemy-carrying buzzards.

By pressing the A and B buttons, you keep your knight and ostrich airborne as you move from platform to platform, battling never-ending waves of enemies. But watch out for the delayed reactions as you make your ostrich's wings flap. Try to figure out the unusual gravity that makes you skid and bounce out of control.

If you move too slowly, a buzzard lands on your knight's head. If you stand on a platform when the buzzards are arriving, you may see your knight disappear. If you get too close to the molten lava, you'll sink into the red sea. And those are just some of the dangers in *Joust*! As you knock off buzzards, eggs will appear. You must swoop down on them quickly before they hatch more buzzard-bound enemy riders. And wait until you get to the egg wave! You'll really clean house.

This arcade classic has always been fun, and the Nintendo version carries on the tradition.

Hal America

The egg wave is your chance to clean up! Fly as fast as possible, landing on every level to clear the eggs before they hatch.



When riders hatch from eggs, you can still get them easily if you hit them before buzzards fly in to pick them up.



When the lava pits open up, you and your enemies can be pulled into the molten mess by these red hands. Flap your wings as hard as possible to break free.



KUNG FU HEROES



There's a one-up symbol in the first room, hidden in the bottom rock on the right side of the screen. There's also a secret tunnel to the right of the exit, under the rock closest to the door.

Each room is a puzzle no matter how many times you go in. Therefore, you'll always find the secret tunnels under the same blocks. Some of the blocks will also skitter across the screen when you punch them. You should remember where these are and flatten an enemy with the block by punching it at the right time. You'll earn big points and also kill the enemy without getting too close.



Inside the secret rooms, you can easily avoid the line of deadly bullets to punch the brown balloons and energy packs. You earn an extra life for every five energy packs you destroy, and bonus points for the balloons.



This big walking walrus is dangerous! He (and the fireballs he spits) can be avoided for the few seconds he's on screen, but you'll earn 3000 points each time you hit him.

THE GAME_____

Lovely Princess Min-Min has been kidnapped and taken to a secret room in the heart of a maze. As Jackie (or Lee, if you play with a friend), your goal is to rescue her. There are dozens of henchmen standing in your way, so it's a good thing you're a martial arts expert.

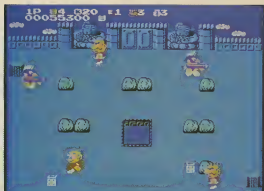
Before you find Min-Min, you're going to have to punch out karate champs, flip over acrobatic assassins, avoid foes carrying spears and crossbows, and defeat creatures the likes of which you've never seen before.

You'll have to use cunning as well as kicking if you want to reach the room where Min-Min is kept. Each maze contains blocks that hide all kinds of things. When you punch them, you can find money, increased power, energy packs, or extra lives. There are also keys to open underground bonus rooms. If you enter a secret room, you'll have 30 seconds to hit brown balloons for bonus points or energy balloons that can give you extra lives.

The closer you get to room 32, the heart of the maze, the worse the kung fu terrors. Blocks open up to swallow you, your enemies are better armed, and you'll have to fight strange foes with deadly teeth and talons to prove you're a kung fu hero.

Culture Brain

The henchmen in purple jump over you to attack from the rear, while the other enemies shoot at you with rifles. The best way to defeat these and other foes is to kick or punch them from the back.



Remember where the tunnels are in the different rooms, but be sure to stay on the paths while you're in rooms with water. You may be a martial arts expert, but you can't swim at all.



Don't get caught in these boxes, which catch you if you get too close. Sometimes you can punch your way out of them, but often you can't get out of them quickly if something deadly is coming.

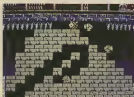


LEGACY OF THE WIZARD



The picture of Princess Celina contains a valuable hint, but you must obtain the four crowns, and return to this early level, before you can unlock it.

Legacy of the Wizard is not primarily a monster-zapping game, although you do need to do a lot of that. The key is to explore the vast underground dungeon and discover its secrets. Mapping is essential, for some of the mazes are very difficult. Try to use each family member in a section where his or her special abilities will do the most good. The daughter, Lyll, for instance, can jump amazing distances — a talent that will come in very handy in several parts of the dungeon, but one that will be mostly wasted in other sections. There are five major sections to the dungeon-maze, each with its own characteristics. Each section has its own distinct theme music, so you can get a general idea where you are. When you have entered a different section of the dungeon, it may be time to change tactics or characters.



A lot of dungeon blocks are not as solid as they look, but only a strong character, such as Xemn, the father, can push some of them aside.



Jumping sideways and down simultaneously takes some practice, but it is the only way through this part of the dungeon.

THE GAME

Long, long ago, a woodcutter and his family lived peacefully in the forest. Grandmother used to tell the children stories about their grandfather, a powerful wizard whose picture hung on the wall. Years before, an evil dragon had terrified the land, but the wizard had captured the dragon and imprisoned it deep underground.

Then one day the family pet, Poochi, came in with a shiny dragon's scale in his mouth. The dragon was waking up! Mother and Father prepared to go down into the dungeon and destroy the monster, using the magic sword *DragonSlayer*. The two kids wanted to help. So did Poochi.

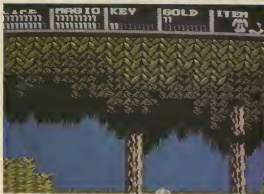
To slay the dragon, you'll need to use the whole family, including Poochi. Each member of the woodcutter's family has different abilities which make him or her suitable for use in certain levels of the vast underground dungeon, where the dragon is guarded by four crowns, four huge monsters, and thousands of smaller beasts and phantoms. You'll acquire magic items and weapons as you make progress, and you can return to the cottage as often as you like to trade characters. While you're at the house, you can save your progress in the game by getting a magic password from Grandma. *Legacy of the Wizard* is one of the most elaborate role-playing fantasy games ever to appear in the NES format.

Broderbund

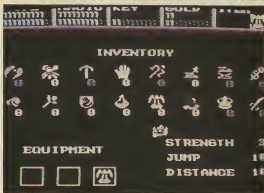
Don't land on these stalagmites — they will eat up your life points. Head immediately for the side walls. Some of those stones are not as solid as they look.



Being a monster himself, Poochl is not bothered by other monsters and can travel great distances without being stopped. Use him for early exploration and mapping. But remember that he doesn't jump very well.



You must earn the right to carry inventory items, but each one is useful at some point along the journey. Be sure to match the best item with the best character to use it.



LEGENDARY WINGS



To defeat the flying Gears on the first screen, move to the far right and fire as fast as you can. Your shots will destroy the Gears as soon as they appear. Quickly repeat this tactic on the far left, then again on the far right.

Normally, *Legendary Wings* makes you start the whole game over from the beginning when you lose all of your lives. Needless to say, it can take quite a while to fight your way back to the point where you were eliminated. But by collecting hearts on the bonus stages, you can continue a game where you left off — once for each heart, up to nine times. There's a catch, however: First you must defeat the large spaceship found beyond the bonus stage. Otherwise, the hearts won't do you any good.



Early in the game, you will encounter this monster head. Don't let its breath touch you, or you'll be sucked into a dangerous "minus stage." Wait until the head is near the bottom of the screen, then move quickly by.



If the monster's breath *does* touch you, here is what the first minus stage looks like. First you'll be attacked by the insect-like Fly Bees. Next come the Plucks, and then the Crooke, an almost indestructible snake creature.

THE GAME

In this fast-moving game, you are a *Legendary Soldier* armed with a laser gun and missiles. Ares, the God of War, has given you courage and a pair of wings to help you save the world. You have to fight your way past many strange creatures to win the final battle.

Legendary Wings requires great skill to master, because you must find ways of defeating or eluding 32 different kinds of alien monsters. Each type of monster has different moves, strengths, and weaknesses. Also, the monsters tend to stick together in small "tribes," so defeating just one or two of them isn't good enough.

As you defeat or evade each tribe of monsters, the screen scrolls downward and you advance to new, more difficult levels. Occasionally, you will find yourself on a screen that scrolls horizontally from right to left. If it's a "bonus stage," you can collect thousands of extra points, extra lives, more power for your weapons, and other bonuses with little risk to yourself. But if it's a "minus stage," you'll find yourself attacked by waves of very odd, dangerous monsters. The chances of surviving a minus stage are slim.

Legendary Wings is fast-paced. When you lose a life, the game does not pause or wait for you to get ready. The action is non-stop.

Capcom

MAGMAX



MagMax as a whole robot has tremendous firing power. You should try to clear the area around any spare parts you need, but remember that the head (especially with the wave beam gun) is more powerful than the legs.

Some of your enemies — especially those underground — will attack in distinct patterns. You can avoid or destroy them if you recognize their paths. On the other hand, some of the obstacles above ground are motionless and don't fire any weapons. You can either avoid them or destroy them for their point value.



Not as many objects come at you when you're above ground (compared to the number that come at you below ground). But the above ground enemies' movements don't follow definite patterns, so they can sometimes prove deadlier.



As you reach the area with spouting lava, stick to the top of the screen if you can. You can shoot down some of the stalactites, and if you hit a ship with the falling piece, you'll earn a bonus.

THE GAME

Thousands of years in the future, an alien race has visited Earth to share its advanced technology. Before they leave, they build a huge mechanical dragon-like computer to continue to aid the people of Earth.

But the computer, called Babylon, begins to malfunction and starts killing people instead of helping them. Not to be outdone, the humans construct a robot man, MagMax, to destroy Babylon. Built in four pieces — torso, head, legs, and wave beam gun — MagMax is a formidable opponent.

But Babylon has sent 30 different aliens and airships to attack MagMax. The robot will have to dispense with revolvers, missile fortresses, flying boats, and underground volcanoes before he even reaches Babylon. His battles take place in four different stages: forest, desert, sea, and automated city. MagMax can travel horizontally or transport between overground and underground areas using a gray "warp hall." Earthlings have scattered extra body parts for MagMax throughout, in case any part is destroyed. He'll certainly need all the help he can get if he expects to destroy the three fire-breathing heads of Babylon.

FCL

On the desert, you need to destroy these flying tops as soon as you see them — before they spray the area with three flaming missiles. You should also search for a multi-headed gun that shoots six black bullets.

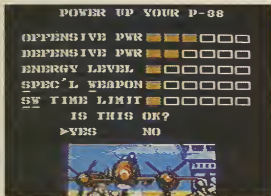


These winged mobile armor ships, called Speeders, fly in a fairly straight line. Move right into the middle of them, shooting ahead the whole time, and you shouldn't get hit by their bullets.



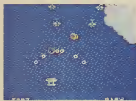
All three of Babylon's heads will fire at you as you approach. The fewer robot parts you have at the beginning of the battle, the harder you'll find it to defeat the mechanical computer.





At the start of each mission, you can add three power points to your offensive or defensive strength. Find the best mix of your abilities.

The defensive special weapons (lightning bolts, tidal waves, etc.) clear the screen of all enemy planes for a few seconds. Once the aircraft are no longer shooting at you, it becomes much easier to dodge the anti-aircraft fire from the ships, and also to knock out their gun positions. When you know a screen is coming up that contains a lot of enemy warships, try to reach that screen with as many special weapons as you can get. It may even be worth your time go back to a previous screen — one where you might have missed a bonus "POW" — and see if you can't earn enough points to give yourself some extra defensive firepower.



These circular "POW" weapons protect you from enemy fire and shoot down planes in three directions at close range.



Push the A button to release lightning bolts. You only have a few of these so save them for large formations.

THE GAME

The enemy's surface ships throw up a cloud of flak you could walk on. The skies fill with Zeros. Your back is to the wall: a sneak attack by the enemy's fleet inflicted a Pearl Harbor on you. All you have left is a single aircraft carrier and one top-secret P-38 loaded with special weapons. The odds against you are overwhelming.

You begin your mission with three power-up options that add to your offensive, defensive, or special-weapons strength. As you blast your way through swarms of enemy fighters, you have to shoot through to bonus "Pows" if you want to keep flying. Some give you extra fuel, some shield you from enemy bullets, and some increase your firepower by anything from three to eight times normal.

And sometimes the enemy planes are so thick that there's no maneuvering room left. When that happens, hit your A button to unleash the defensive power of lightning bolts, cyclones, or tidal waves. If you get through the enemy's fighter cover, you still have to knock out his surface ships, which throw up a curtain of tracers in your path. You need to destroy all deck guns on a ship before you can advance to the next screen, and that takes good marksmanship, fast evasive action, and all the special defensive weapons you can carry.

After winning a certain number of points and bonuses, you'll get to add another power-up factor to one category of your plane's weapons or energy. And you'll need everything you've got, because you haven't even gotten to the enemy's battleships yet! 1943 is an air-sea battle game that packs plenty of action, delivered with spectacular graphics.

Capcom

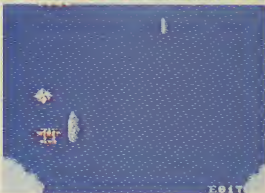
Big ships are hard to knock out. Start firing the instant they appear on the screen and be prepared to take wild, evasive action.



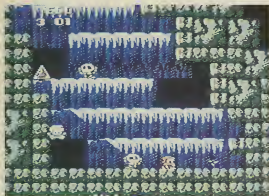
The defensive lighting bolt causes the ship's guns to stop firing for a second or two. That extra time can mean the difference between success and failure.



This special "POW" gives you maximum energy recovery. You must shoot down an entire flight of red planes to get it.



NINJA TARO



Ninja Taro can jump and cling to a wall. You can make him climb the wall by pressing the A button repeatedly while he is moving.

THE GAME

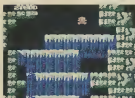
To become a Master Ninja is no easy quest, as you'll discover at the controls of *Ninja Taro*. You begin your journey armed only with a supply of throwing-star daggers; your skill and imagination; and an occasional piece of on-screen advice from your teacher, the Monk. When you clear certain screens, additional, more powerful, weapons will be awarded — the boomerang knife, bombs, or magic fireballs, which can clean all your enemies off the screen for brief periods of time.

Ninja Taro's journey takes him through a wide variety of settings, including grasslands, caves, and underwater screens. Enemies come in all sizes and shapes, including man-eating piranha, vampire bats, skeleton heads, sinister Black Hoods, octopi, and poisonous amoebas. Once he has overcome all of these enemies, the brave little warrior must face his ultimate challenger, the fearfully powerful Asura. If Ninja Taro can defeat this opponent, he becomes a true Master Ninja.

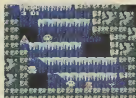
The Ninja Taro figure is extremely maneuverable. He can jump, cling to walls (even upside down), climb, crouch, kick, and cover lots of ground by using a technique called the "triangle jump." Press the control button in the direction opposite Ninja Taro's movement, and press the A button simultaneously in order to master this technique. Collect scrolls for extra points, and power-up triangles for fire-magic. The way is long and your enemies are many. Do you have the skill and quickness to become a true Master Ninja?

American Sammy

Most of Ninja Taro's enemies are deadly, but some are just nuisances and fighting them is a waste of time. Still others cannot be destroyed and must be avoided. Study the enemies in the instruction manual and plan your strategy accordingly. The samurai warrior, for instance, cannot be killed with ordinary techniques or weapons. Ninja Taro must butt or kick him until he faints and *then* he can be destroyed.

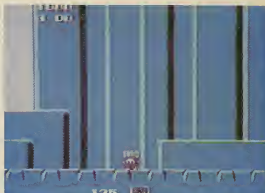


Master the triangular jump technique as soon as you can. There are some screens you cannot clear without it.



If Ninja Taro can reach the power-up triangle in the upper left of the screen, he receives fire-magic which sweeps all enemies from the screen for a brief period.

Ninja Taro takes a lot of falls in this game. If you can make him land on his feet — by using the A button — you gain 1000 bonus points.



There is a time limit on every screen. When only thirty seconds remain, the fire-wheel appears and the level of difficulty increases.



In some scenes, a temple gate appears. Ninja Taro can go through that gate and exit quickly to the next screen, but if he does, he loses bonus points, as well as any chance to acquire new weapons.



OTHELLO



Don't be alarmed if you appear to be losing at an early stage of the game. After a few surprise moves, a player's fortunes can be quickly reversed in *Othello*. (In fact, *Othello* was originally called *Reversi*.)

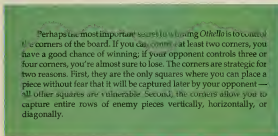
THE GAME

This is a very different Nintendo game — one that makes you rely entirely on thought and strategy instead of on quick reflexes and luck. Based on a 100-year-old board game, *Othello* is even easier to learn than checkers. Yet, it has surprising depth. As the game instructions point out, *Othello* takes only a minute to learn, but a lifetime to master.

Othello is a two-player game that encourages you to challenge another person. You can also play the computer if you can't find someone who wants to play.

The *Othello* game board resembles an ordinary checker board. It is an 8 x 8 grid with a total of 64 squares. Like checkers, the goal of the game is to dominate the board. But you don't jump and remove your opponent's pieces. Instead, you *capture* the opponent's pieces and change them to your color. The player who ends up with the most pieces wins.

An interesting feature of *Othello* is that it can see-saw back and forth very quickly. A player who seems to be winning can suddenly be losing if the opponent makes one or two clever moves. *Othello* is also very relaxing compared to other Nintendo games — and it's a lot easier on your thumb.



The black player seems to be in a good position to win, since he controls the central portion of the board. But actually, entire rows of his pieces may be captured if his opponent occupies the squares along the edges.



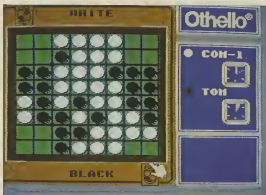
If you aren't careful, sometimes you get yourself in a situation where there is no possible move. Then you have to pass. This is like giving the opponent a free move, and you'll usually pay by losing many pieces.

Acclaim

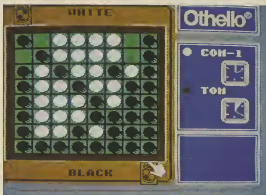
Often, the move that captures the most opposing pieces isn't necessarily the best move. Here, for instance, the black player can capture four white pieces along the right edge. But white would recapture the entire column by placing a piece in the strategic lower-right corner.



This game is nearing its end, and each player is trying to force the other to give up a vital corner position. By occupying a square next to a corner, you leave yourself open to a corner attack.



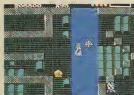
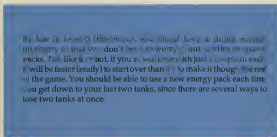
The black player has captured all four corners in this game and thus made it almost impossible for the white player to win. His pieces in the center of the board are exposed to capture from all sides.



ROBOWARRIOR



In level 1-1, the chalice is found just beyond the Well of Hope. Not all the levels have chalices, but if they do and you don't find them, the level will go on forever.



Level 2-2 is totally dark, so make sure you have a lantern (found in the Room of Idols in level 2-1) or a good stockpile of candles. You also need a life raft, but there are several hidden near the water.



Don't waste your medals in the shops buying items that can be found with bombs. It's best to get lanterns and megaton bombs. And don't try to stockpile. Remember that when you die you lose half your items.

THE GAME

The peace-loving people of the planet Altile have been forced underground by the alien invading forces from another dimension. These aliens, the Xantho lords, have laid waste to the planet and populated the area aboveground with horrible monsters.

Earth has sent a Z-Type Earth Defense cyborg (ZED) to fight the Xantho lords and their ruler, Xur. And the Altiles have hidden power capsules both above and below ground to provide the ZED with energy, bombs, missiles, and other items he will need for his battle with the Xanthos.

As ZED explores eight different zones on Altile, he will have to master both strategy and action skills. He'll have to uncover the power capsules and hidden tunnels in every stage to survive. He'll have to defeat the numerous deadly foes that the Xantho lords have placed in his path as well as the Xantho lords themselves. And ZED will also have to maneuver his way through a multitude of mazes, clearing paths that lead to the exits. But before the Altiles are free to return above ground, ZED must fight his toughest battle — against Xur, the ruler of the Xanthos.

Jaleco

You can uncover some very valuable capsules in the Rooms of Idols found on most levels. You have to bomb the statues in the right order to find anything, though. In level 5-2, bomb the far left first.



Just as in level 6-3, 8-2 is dark, but there is a candle straight ahead from your location at the beginning. You should leave all the Outer City and Regency levels with 99 bombs, the maximum you can carry.



Xur is actually not any harder to defeat than his fellow Xantho lords. Just have at least two energy packs at all times, dart up to lay a bomb quickly, then back away to see if you have a hit.



SUPER MARIO BROS. 2



You can uproot turnips and throw them to knock your enemies off the screen. For each five large turnips you pull up, you win a stopwatch that freezes all the action on the screen for a few seconds.

The first potion you get in level 1-3 should be carried to the first patch of grass you find (the patch is located just past all the logs over the water). You'll get a mushroom and several coins there. But if you die after that and have to start the level over again, throw the potion on the long log you cross just after you've found it. You'll find another mushroom and can finish the level with four lives.

THE GAME_____

Mario and Luigi have enlisted Princess Toadstool and Toad to help the land of Subcon, the land of dreams. Wart, that evil monster, has cast a spell on the land that only Mario and his friends can break.

But the heroes must enter Subcon in order to find Wart, and this wicked foe has unleashed a variety of critters and uglies to try to prevent their progress through Subcon's seven worlds. Mario and his friends will have to meet and defeat Shyguys, Trouters, Pidgits, Beezos, Triclydes, Phantos, and Albatosses before Subcon can be released from Wart's spell.

Fans of *Super Mario Bros.* will have to learn new techniques to complete the quest in this new game. No longer can Mario destroy enemies by stomping or kicking them. In this sequel, Mario has to pull vegetables out of the ground and throw them at approaching creatures. But he will still have to surmount near-impossible obstacles, search for shortcuts, and face dangers of all kinds if he or his friends hope to find Wart and free the inhabitants of Subcon.

Nintendo



When you enter subspace, be sure to pick up all the grass you see. You'll pull up coins, and the coins become chances to win extra lives in the bonus round. Spinning cherries, or three of the same item, is lucky.



Time your jump onto this ledge so you won't be shocked by Spark. One of the Phantos from the wall will chase you as you pick up the key. He leaves whenever you drop it, so keep throwing it down when he's in sight.

It only takes three direct hits to kill Mouser, but it's hard to time them exactly right. Your best bet is to throw the bombs on the left of the ledge with enough force so they'll roll over to the right.



Be careful when you pick up one of Birdo's eggs or you could land in a bottomless canyon. You'll meet him on the left side of this ledge, but jump over him to get a little more room to move around.



Cobrats fall off the screen when you throw them (unlike Shyguys, who walk back unless they hit someone else). So you can either try to hit the other Cobrat with the snake you've got, or throw them one by one.



TECMO BASEBALL

SELECT STARTING PITCHER

ST. LOU.		
	ERA	T
BGLENN	2.73	L
JIMMY	3.94	L
DICK	4.39	R
THOMAS	1.98	R
KEN	2.03	L
RICK	4.71	L
CHICAGO		
	ERA	T
BRANDY	2.02	R
SCOTT	4.98	R
JERRY	5.12	L
FRIES	3.56	L
CHRIS	2.96	R
ROBERT	3.54	R

Strategy is vital in *Tecmo Baseball*. Pick your starting pitcher carefully. Some men can last a whole game. Some start off hot, then cool off. Others are suitable only as relief pitchers, in later innings.

If you hit a high fly ball and your runners have already passed their next bases, you can recall them to their original bases by pressing down on the control pad. To make the fielder who's closest to a batted ball jump for the catch, press the B button. If he misses, however, he falls to the ground and is out of play for a moment.

THE GAME

Tecmo Baseball lets you participate in an all-star game, or just sit back and watch a game. Select your league, your pitcher, and your (optional) designated hitter. Control the speed of a pitch by pressing the A button and moving the control pad. Press up on the pad for a fast ball; press down for a slow pitch. You can also use the pad to aim the ball at different areas of the strike zone, or to put a curve on the ball. Whenever the batter hits a pitch, the view shifts to the outfield, and a superimposed baseball diamond shows where all of the base runners are.

When your team is at bat, the control pad adjusts the height of the batter's swing, as well as his stance at the plate. You can bunt, steal bases, or call time out and put in a pinch hitter. Your fielders can run and jump and throw realistically. They can also fall down, run into walls, and make errors. The ball takes realistic bounces, and its moving shadow gives a vivid 3-D illusion. When you blast one out of the park, the crowd goes wild.

In short, this fast-moving sports simulation leaves out only one thing: the hot dogs.

Tecmo



When your team is at bat, use the control pad to adjust the batter's stance and the height of his swing.



The game simulates every type of play that could happen in a normal baseball game, including bunts. Bunting successfully, however, is very tricky and requires some practice.

The control pad gives you great control over the speed and height of the pitched ball. To throw a curve ball, hit the control pad again after the pitch has started.



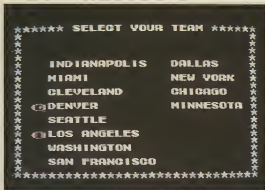
One of the hardest skills to master is outfielding. Learn to estimate where the ball will land and hustle your fielders over there fast—but not so fast that they run into each other.



Tecmo Baseball allows you to play an entire season, if you want to, from opening game to pennant race to World Series. Crowd noises and player close-ups add to the realism.

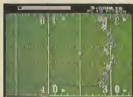


TECMO BOWL



Select your teams from this NFL roster. Game-teams are programmed to reflect the strengths of their real-life counterparts.

You can sometimes avoid being tackled by repeatedly pushing the A button. This makes your ball-carrier stiff-arm any tackler who gets in his way. If it's your turn on defense, use the control pad to make your key player close in on the runner. Then press the B button to make a diving tackle. That should stop any runner, no matter how big he is.



The pink bar at the top of the screen is the kick meter. To get off your strongest kick, wait for the pink to go as far across the bar as possible.



Superimposed numbers help you keep track of the ball carrier and your key defensive player.

THE GAME_____

In *Tecmo Bowl* you get to be quarterback, coach, and spectator all rolled into one. First you choose your team, then you select your starting offense. Push the A button to snap the ball, watch the kick meter to estimate how high and far the ball will go, then begin the scrimmage. Good sound effects — including voices, cheers from the crowd, and crunches and groans from the players — add to the realism. And these animated gridiron warriors are tough. When the action begins, they bang into each other like freight trains.

A first-down line shows how much yardage you need to gain. Before each scrimmage, you can select your offensive pattern — either running or passing — from a series of four optional formations shown on screen. Use the cursor to designate an eligible receiver. The defensive player, of course, gets to do the same thing. On defense, you control the player of your choice and select a formation to counter the offense your opponent has chosen. You can choose from a dozen NFL teams, each one programmed to simulate the real-life strengths of those teams. Some have great passing games, some have good runners, some have a rock-solid defense.

Tecmo Bowl is a fast-moving, authentic-looking gridiron simulation. It has lots of realistic action as well as plenty of room for strategy.

Tecmo

Plan your offense from the four running or passing plays shown before each scrimmage.



Before each play is run, a dotted line appears on screen. This shows how far you have to go for your next first down.



Tecmo Bowl uses a very good "voice" to simulate signals, crowd noises, and the stadium announcer. Such attention to detail makes the game more realistic.



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